

Silicon Times Report

The Original Independent OnLine Magazine"
(Since 1987)

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Hayes out of Chapter 11
McAfee wants Cheyenne

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The Publisher, Staff &
Editors

Florida Lotto - LottoMan v1.35

Results: 4/13/96: 3 of 6 numbers with 3 matches in 2 plays

From the Editor's Desk...

Gotta make it short this week.. Big doing's in Jacksonville this weekend. A close friend of the family is getting married. I can practically call him a "son" too. He was at our house more than his own for what seems like forever. In any case, "another one bites the dust". <g>

Comdex is coming up fast. The NEW EIDE SUPER Drives (2.5gb) are starting to hit the marketplace. (They are fast and present a serious threat to the low to mid-sized scsi hard drive marketplace. When one considers the cost of a 3-10gb scsi hard disk and a fast host adapter, the 2.5gb eide drives look great. Especially with the newer, PCI motherboards with high speed, built-in, eide pci controllers that'll handle four hard drives with ease. Imagine 10 gigabytes of high speed storage for around one thousand dollars. That is a definite bargain. Western Digital leads the way with the new high quality moderately priced Caviar performers. We have a tear sheet

in this week's issue telling you about them and a very special rebate too.

This Spring's Comdex is going to be featuring software updates (as always) and a number of innovative hardware creations. Stay tuned as we try to bring you the very latest info about the new hardware. Look for some very special "motherboards" in the PnP family that do the job. Ram prices are dropping as are Pentiums. The newer, high performance Pentium Pro's are still up there price wise. Then again, so is the performance offered by them.

Ralph...

Of Special Note:

<http://www.streport.com>

STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase. We now have our very own WEB/NewsGroup/FTP Site and although its in its early stages of construction, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/mailing list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've also received a number of opinions that the UUENCODING was a real pain to deal with. So, as of October 01,1995, you'll be able to download STReport directly from our very own SERVER & WEB Site. While there, be sure to join our STR list.

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LATE BREAKING INDUSTRY-WIDE NEWS

Weekly Happenings in the Computer World

Compiled by: Dana P. Jacobson

Witness Describes Net Smut

A government witness has told a federal court that despite special software designed to block it, some adult-oriented sites on the Internet still are accessible to children. However, computer researchers testified the software to prevent children from finding cybersmut was getting better all the time. Covering the second round of testimony in the federal appeals court hearing in Philadelphia on suits challenging the constitutionality of the new Communications Decency Act, reporter George Lerner of the Reuter News Service heard "sharp divisions over how to shield children" from Net smut.

Albert Vezza, associate director of the MIT Laboratory for Computer Science, told the judges a standardized rating system soon will be in place to enable parents to gauge whether their children should have access to certain types of materials. He said the system, modeled on the ratings applied by the motion picture industry, also could be applied to international Internet sites, which are not affected by the CDA, adding, "With a rating system, the United States could rate foreign cites according to U.S. values and foreign countries could rate U.S. cites according to their own values."

However, Howard Schmidt, supervisory special agent at the Air Force Office of Special Investigations, said minors with even a beginner's knowledge of the Internet could light upon sexually explicit sites, sometimes through innocuous searches and that blocking software "could stand some improvement." As reported earlier, critics say government restrictions on the Internet poses serious first amendment concerns and could preclude the more effective private initiatives.

Lerner reports the three-judge panel "seemed responsive" to the two challenges brought separately by the American Civil Liberties Union and the American Library Association. For instance, he quoted Judge Stuart Dalzell as saying Vezza, "There are enormously powerful market forces that are driving this (rating process), aren't there?" Testimony continues Monday with a decision expected by June. As noted, however the judges rule, the case was likely to eventually be taken up by the U.S. Supreme Court.

Clinton Worries About Internet

President Clinton acknowledges he worries the Internet could aid international terrorism if it makes it too easy for sinister forces to learn how to make bombs or produce nerve gas. Responding to a question today at a news conference in Tokyo with Japanese Prime Minister Ryutaro Hashimoto, Clinton said, "Are people learning, for example, from the Internet how to make the same sort of trouble in the United States that was made in Japan with sarin gas? Isn't it a concern that anybody, anywhere in the world, can pull down off the Internet the information about how to build a bomb like the bomb that blew up the federal building in Oklahoma City?"

Reporting for the Reuter News Service, writer Olivier Fabre quotes Clinton as saying Japan and the United States, both victims of home-grown terrorism last year, should learn from each other about how to deal with the issue. Clinton added in the next 20 years "every great nation will have to face" the question of terrorist access to the Internet. Fabre also notes the Southern Poverty Law Center, a group that campaigns for civil rights, said in a recent report that in the U.S. anti-government groups are linked "like no rebel force has ever been" by the Internet and fax.

Meanwhile, says Reuters, a recent magazine report says the Japanese doomsday cult Aum Shinri Kyo (Supreme Truth Sect) was able to download from the Internet a formula for synthesizing green-mamba snake venom. Cult leader Shoko Asahara goes on trial next week charged with the murder of 25 people, including 11 who died in a sarin nerve gas attack on the Tokyo subway on March 20, 1995.

Teen Tracks Washington Cracker

An Evanston, Illinois, teen-ager is being credited with tracking down a computer intruder blamed for costing the Seattle, Washington, library some \$250,000 when he twice shut down the institution's network. Nineteen-year-old Tom Ptacek was called in on the case by his uncle, King County, Washington, library director Bill Ptacek, after the sabotage of the Seattle library's computer system in January and February. It was a natural assignment for the young man, since he helped develop the system two years earlier.

According to The Associated Press, Ptacek, working from a computer in Chicago, retraced the intruder's movement into the library system. Says AP, "He tracked the hacker's steps into the library system and discerned that the culprit gained access through the Internet connection open to all users. Tom then scanned the system's computer files until he found the hacker's computer nickname. He said he found the teen's handle on an Internet 'chat' system and deciphered the boy's Internet address about 10 minutes later. Police took over the case from there. During the computer network's outages, the staff of the library boasting the country's second largest collection had to scour shelves for books and check them out by hand. Hundreds of patrons were unable to dial into the library's system from their home computers to gain Internet access.

The wire service says the 17-year-old alleged intruder is expected to be charged with malicious mischief and computer trespassing, said Dan Donohoe of the King County prosecutor's office. Ptacek, who works for a Chicago company that sells Internet access to corporations, says the alleged vandal had established his own file in the system to store the library software he was reportedly pirating and posting onto electronic bulletin boards.

He added, "I know a lot of people who break into computers for the technical challenge but don't remove any files. This kid is different because he has no computer ethics. He took the system down on purpose and he cost the library a lot of time and money." Says AP, "Ptacek is not getting any reward for his role in tracking down the hacker because, he said, he did it for his family. Instead, he's counting the experience as a milestone in his effort to learn everything there is to learn about computers."

Judge Weighs Code as Free Speech

Declining to dismiss a challenge to the government's ban on exporting formulas that turn computer language into secret codes, a federal judge has ruled computer codes are protected under laws guarding freedom of speech. As reported, the federal government generally argues encryption technology is so sensitive that it is on the U.S. Munitions List and cannot be sent abroad -- even via the worldwide Internet -- without a State Department arms export license.

However, in San Francisco, U.S. District Judge Marilyn Hall Patel has ruled mathematician Daniel Bernstein can try to prove the ban is too broad and that it violates his right to communicate with other scientists and computerists. According to Associated Press writer Bob Egelko, Patel ruled the coded language in which computers and their users communicate is protected by freedom of expression, just like use of a foreign language, mathematical equations or music.

Judge Patel says the government's export regulations for cryptography "appear to relate to the suppression of free expression and may reach farther than is justifiable." Bernstein, who now is at the University of Chicago, developed his encryption program, called Snuffle, and a decryption program (Unsnuffle) while a graduate student at the University of California at Berkeley. Snuffle converts a readable message into a code that can be read only by using Unsnuffle.

As reported, in another celebrated recent case a federal prosecutor decided in January not to prosecute Philip Zimmermann, the author of the encryption program PGP (Pretty Good Privacy), which is widely used on the Internet. And in the only other reported federal ruling on the subject, a federal judge in Washington, D.C., recently upheld the export ban.

Lawyer David Banisar with the Electronic Privacy Information Center in Washington told Egelko, "It's important to recognize that computerized information has the same kind of legal protection that printed information has." Cindy Cohn, Bernstein's lawyer, adds free-speech protections require the government to detail and justify its regulations and make them subject to court challenges.

On the other hand, Justice Department lawyer Anthony Coppolino, in arguments before Patel last October, said a code whose sole function was to create secrecy was not entitled to constitutional protection, adding, "We just don't think that a functioning commodity that can maintain confidentiality is speech."

The case started in 1993, when the State Department decided Bernstein's programs and an academic paper he wrote were military articles that required licenses to communicate abroad. AP notes Bernstein sued after the department withdrew that designation for the academic paper in 1995 but left it in place for the programs.

Apple loses \$740 million

CUPERTINO, Calif., April 17 (UPI) -- Struggling personal computer producer Apple Computer Inc. reported Wednesday it lost \$740 million in its second quarter ended March 29, compared with earnings of \$73 million in the 1995 period and far wider than its previous forecast of a \$700 million loss. Apple, which released the results after the stock market closed, reported sales fell 18 percent to \$2.19 billion and that it plans to eliminate 2,800 jobs over the next 12 months in addition to the 1,300 it has already cut.

In another sign of the PC giant's deteriorating condition, Apple disclosed that its cash on hand has fallen by more than a third during the past six months. It announced Wednesday it will refinance some of its loans, simplify its product line and sell non-core assets. The revenue decline and layoffs had been widely expected with industry trackers waiting for Apple to disclose specifics as part of the earnings report.

Apple, of Cupertino, Calif., ousted Michael Spindler two months ago as chief executive officer and replaced him with Gilbert Amelio, who had headed National Semiconductor. Amelio disclosed two weeks ago Apple would lose \$700 million, with most of the loss used to cover inventory writedowns and the costs of job cuts. The report confirms speculation by analysts that Apple's problems are far worse than previously thought. The decline in revenues represents a significant erosion in demand for Macintosh products.

Apple said Wednesday the inventory write-downs amounted to \$388 million after tax and the restructuring charges for job cuts were \$130 million after tax. Apple also disclosed cash at the end of the quarter totaled \$592 million, a decline of \$360 million since Sept. 30. Accounts receivable shrank to \$1.37 billion from \$1.93 billion during the same period. The company, which was the focus of takeover rumors before Spindler was ousted, said it will move to strengthen its cash position by renewing some short-term loans and by pursuing additional financing alternatives.

It did not disclose the specifics of those alternatives but the announcement is certain to spark rumors that Apple will seek a buyout or investment by a another player in the industry. Workstation leader Sun Microsystems was viewed as the most likely suitor earlier this year with widely reported talks falling apart over the price of such a deal. Amelio, who is Apple's chairman and chief executive officer, said, "In my first two months at Apple, I've focused on understanding the income and balance sheet dynamics of the company as well as the strategic actions we must take to return quickly to sustainable profitability."

"With regard to ongoing financial results, it is clear that we need to reduce fixed costs, simplify our product lines and streamline our business systems," he said. "Over the next 12 months, Apple will implement actions in these areas including increased outsourcing of various operational functions, liquidation of certain assets, and reductions in total headcount of around 2,800 over the next 12 months." Amelio said Apple's strategic direction will be designed to focus on the ongoing convergence of computers and communications.

"We will focus the energies of the company on migrating to an Internet-based computing architecture while retaining the characteristic ease-of-use for which the company is so well known," he said. "Despite the obvious disappointment in the company's current financial performance, I want to reaffirm my strong belief that the foundations of our business are sound," he said, citing strong market positions in Internet software, its flagship Macintosh line, its Newton hand-held computers and its loyal customer base.

Apple Posts \$740 Million Loss

Apple Computer Inc. is more than doubling the size of previously indicated layoffs as it posts a record \$740 million loss in the fiscal second quarter. "In the face of a worsening cash situation," writes reporter Jim Carlton in The Wall Street Journal this morning, Apple's loss for the period ended March 29 was \$40 million wider than officials had predicted in a warning to analysts last month.

The Journal says:

- ' • The \$5.99-a-share loss compares with year-earlier profit of \$73 million, or 59 cents a share.
- ' • Revenue fell 18 percent to \$2.19 billion from \$2.65 billion a year ago.
- ' • Gross profit margins dropped to 9 percent from 15 percent in the quarter ended in December. The computer maker's profit margins had hovered at 50 percent about five years ago.

Nonetheless, the Journal found analysts unalarmed by the wider-than-expected loss because they had expected new CEO Gilbert F. Amelio "to essentially write off this quarter in anticipation of improvements." The paper says more than half of the quarterly loss -- \$388 million -- went toward write-down of inventory. Under former CEO Michael Spindler, who was ousted by the board in February, "the company grossly overstocked low-end Macintosh Performas during the Christmas season," Carlton commented. "With consumers then wanting higher-range computers, the Performas languished on store shelves."

The Journal notes another \$130 million of the loss was for a previously announced restructuring, "which the company said now is being widened to layoffs of 2,800 people, or 20 percent of the work force, from an initial round of 1,300, or 9 percent announced in January." The staff reductions are to take place over the next year, "while the company undertakes other expense-trimming actions such as outsourcing various operational functions to other manufacturers and liquidating certain assets," Carlton reports.

Spindler Accepts Apple Blame

Former Apple Computer Inc. CEO Michael Spindler says he accepts full responsibility for troubles that prompted the board of directors to fire him. Speaking with The San Francisco Chronicle, Spindler said the board "did what it had to do" in removing him last February and that he's not dwelling on what occurred. "I'm more interested in looking at the big picture than coming off as some whiner."

The 54-year-old Spindler, named Apple CEO in 1993, is credited for guiding the company's transformation of its entire product line. However, as The Associated Press notes, "he also has been given - and accepts -- the blame for the problems that sank Apple's market share, profits and stock price. Apple, under Spindler, didn't forecast demand accurately and failed to sign up more than a few small companies to 'clone' the Macintosh."

At the same time, Apple was squeezed between high development costs and the need to slash prices to compete with personal computers based on Intel Corp. chips and Microsoft Corp. software, the wire service comments. The Chronicle says Spindler was neither enthusiastic nor critical when asked about Amelio, saying only, "Will he do a good job? I don't know." But he was confident that Apple will endure. He pointed to past financial crises, times when critics also questioned the company's future. "It will survive. It always has," Spindler said.

Prodigy Lays Off 115 Employees

Some 115 of Prodigy Services Co.'s 680 employees have been laid off as, says a spokesman, the firm changes its online service to be more directly associated with the Internet. The Associated Press quotes spokesman Barry Kluger as saying the employees were notified of the dismissals last week. Kluger added, "These jobs were eliminated because some were duplicative. Some of the skills really became unnecessary with the direction Prodigy seems to be moving from simply a proprietary online service to an Internet service."

As reported earlier, Prodigy managers have hired an investment banking firm to try to launch a management buyout and possibly take the company public. Prodigy is a joint venture of Sears and IBM, but Sears announced in February it wants to sell its stake.

Hayes Emerges From Chapter 11

Hayes Microcomputer Products Inc. says it has emerged from Chapter 11, having paid all creditors in full plus interest. To fund its court-approved reorganization plan, the modem maker says it has closed several equity investment transactions totaling \$35 million for a 49 percent stake in the firm. The company also has finalized a \$70 million line of credit with the CIT Group/Credit Finance, on which it will initially draw \$14 million.

"This is a great day for our company, our customers, our suppliers, and our employees. We kept our word and did what we had to do to pay our creditors in full," says Dennis C. Hayes, the firm's chairman. "We have closed the book on Chapter 11 and have our sights focused straight ahead. Our plan is to launch an initial public offering within two years." Hayes has rebuilt its core management team in recent months with the addition of a new chief financial officer, James A. Jones, a new chief technical officer, Alan Clark, and a new vice president of sales, Raymond Malcoun.

Hayes says it's continuing its efforts to recruit a new vice president of marketing. Hayes also says it will soon announce the appointment of its new president and CEO, who is expected to join the company on May 1. Dennis Hayes, Hayes' founder, will continue to serve as chairman. Hayes originally filed for Chapter 11 protection on Nov. 15, 1994.

Apple Exec to Head AT&T Labs

AT&T Corp. has tapped Apple Computer Inc. executive David C. Nagel to become the first president of AT&T Labs. Nagel, 50, was most recently a senior vice president at Apple, leading the computer maker's worldwide research and development group. He was also a member of Apple's six-member executive management team. Nagel will be responsible for AT&T's worldwide research, applications development, as well as technical collaboration with other companies and institutions. He will join the firm's global operations council and advise Chairman Robert E. Allen and the company's executive policy committee.

AT&T Labs was formed around a core of Bell Laboratories scientists and engineers who performed research and development for the company's communications services businesses prior to AT&T's restructuring announced last September. Nagel holds undergraduate and graduate engineering degrees from UCLA and a Ph.D. in perception and mathematical psychology, also from UCLA. Prior to joining Apple in 1988, he was chief of human factors research at NASA's Ames Research Center.

AT&T Labs currently has 1,900 staff members in New Jersey, California, Washington and Massachusetts. Its expertise spans a wide range of technologies, including mathematics, computer science, software development, wireless services, and network design and management. "Dr. Nagel is a world-class talent in the development of easy to use, 'people-centered' technologies," says Allen. "By training and experience, he is the ideal leader for the people of AT&T Labs, who we're counting on for innovations that will give our customers easy access to the people and information they want to reach -- anytime, anywhere."

"Bob Allen has given me a unique opportunity," says Nagel. "He asked me to help create a new future for AT&T customers, and he gave me the resources and the team to do it. I'm delighted to be joining AT&T at this point in its history."

CompuServe, SoftKey Set Deal

CompuServe Inc. says it has entered into an exclusive marketing agreement with consumer software publisher SoftKey International Inc. to integrate CompuServe software products into SoftKey's Windows-based CDs. The deal calls for SoftKey to supply interface software for the CompuServe Information Service, the new WOW! home-oriented online service, the World's Away animated virtual community and the SPRYNET Internet service.

CompuServe says SoftKey will integrate the software into at least 15 million CD products each year for the next two years. The CompuServe products will be installed on the desktop (the first screen a user sees) when the CD is loaded, allowing users to initialize and launch a CompuServe product by clicking on an icon that's permanently located on the desktop.

"CompuServe is pleased to be associated with SoftKey and its extensive list of quality consumer software," says Bob Massey, CompuServe's president and CEO. "This is an excellent way to introduce potential members to our wide variety of services and show them the choices that are available through CompuServe, whether they are interested in Internet-only capabilities or want a family-oriented online environment."

Kevin O'Leary, SoftKey's president, adds, "SoftKey is one of the largest publishers of CD-ROM units in the industry, so its new online partnership with CompuServe is a tremendous opportunity to exploit a significant new distribution channel. SoftKey has always pioneered new marketing efforts in consumer software and this agreement is a logical and complimentary extension to its distribution strategy."

Ziff-Davis Targets TV

Ziff-Davis Publishing Co. says it has created ZDTV, a new independent unit that will produce television and Internet video programs. ZDTV's first project will be a daily, hour-long TV program devoted to covering the digital revolution. The new show is being developed and co-produced by MSNBC, the joint cable venture between Microsoft Corp. and NBC that's set to make its debut later this year.

ZDTV will be based in San Francisco and will report to Jeff Ballowe, Ziff-Davis' president of interactive media and development. Ziff says the program will cover topics ranging from the latest technology news to consumer advice. The program will be featured on a dedicated area on MSNBC's World Wide Web site. Viewers will be able to go to the site for more information

on show topics and to comment on what they have seen. There will also be behind-the-scenes information, scripts, transcripts and additional video.

"The information revolution is entering its second stage," says Eric Hippeau, chairman and CEO of Ziff-Davis "The first stage was to get a computer on every desk, and into every home. The second stage is to connect those computers, and the people that use them, together. The technology that is uniting the world is the Internet and, as more and more people join the net, a new medium is being created."

Time Warner Plans Cable Modems

Look for Time Warner Inc. this summer to begin commercial roll-out of online connections via cable modems, perhaps testing first in Ohio. A senior Time Warner executive, who spoke on a promise of anonymity, told the Reuter News Service the company likely will charge \$25 to \$40 a month and will supply customers with a modem capable of delivering over cable lines Internet graphics, sounds and text.

Reuters says Time Warner probably will first offer the service to its customers in the Akron-Canton, Ohio, area and in San Diego, California, later this year. The wire service notes Time Warner has for about six months offered an experimental cable modem service in Elmira, New York.

Mac CD-Recordable Kit Offered

CMS Enhancements Inc. is offering a combination hardware-software package that allows Macintosh users to create their own CD-ROMs. The \$1,095 CDMaker package includes an external CD-Recordable drive, software, a cable, a blank disc and an installation guide. The system can be used for copying files, folders, images and backing up hard disks, says the Anaheim, California-based firm.

"CDMaker for Macintosh is perfect for a range of applications, most notably graphic design and desktop publishing or any time you need to digitize images," says Ken Burke, CMS's senior vice president and general manager. CDMaker features a 300K per second data transfer rate and a 2X recording speed. The system is capable of recording and playing audio CDs and is compatible with Red, Yellow, Green and Orange Book standards. CDMaker also supports single-session, multi-session and track-at-once writing methods, allowing users to record an entire CD at once, in several recording sessions or on a track-by-track basis.

Matsushita Offers Memory Card

A new personal computer memory card with maximum storage capacity of 40MB has been unveiled by Japan's Matsushita Battery Industrial Co. Reporting from Osaka, the Jiji Japanese press services says the card is compatible with the current standard memory card for digital cameras. Company officials told the wire service the firm has completed a prototype and plans to put the new product on the market by the end of the year.

"The company's patented technology for stacking four large-scale integrated circuits realized the big capacity," says Jiji, "which compares with the 2-megabyte solid state floppy disk card developed by Toshiba Corp. and the 4-megabyte miniature card of a 13-company consortium led by Fujitsu Ltd. and Intel Corp. of the United States."

Toshiba Offers Smallest Notebook

Toshiba Corp. has launched in Japan what it says is the world's lightest, smallest mini-notebook PC running Microsoft Corp.'s software Windows 95. Reporting from Tokyo, the Reuter News Service says the Libretto 20 measures 210 mm in length and 115 mm in width and weighs 850 grams. The unit is pre-installed with business application software such as Microsoft Works and Lotus Organizer R.1J and hit the Japanese market yesterday. The sales schedule in overseas markets has not been decided.

Reuters says the system has a 6.1-inch thin-film-transistor color liquid crystal display, a lithium-ion secondary battery and 2.5-inch hard disk drive with a 270MB capacity that will last at least two hours from a single charge. Toshiba says it aims for 150,000 Libretto 20 sales in the year to end March 1997.

McAfee Plans Cheyenne Takeover

Anti-virus software specialist McAfee says it plans a hostile takeover of storage management software publisher Cheyenne Software in a stock swap deal valued at approximately \$1 billion. McAfee says the merger would create the world's fifth largest software publisher, with combined revenues of approximately \$340 million. Under the terms of McAfee's proposed acquisition, Cheyenne shareholders would receive McAfee common stock worth approximately \$27.50 for each share of Cheyenne stock.

McAfee says it has been conducting conversations since November with Cheyenne management regarding its interest in acquiring the Roslyn Heights, New York-based firm. "This combination is in the best interest of both companies' shareholders and customers," says Bill Larson, McAfee's chairman, president and CEO. "We are surprised by Cheyenne management's sudden turnabout and public rejection of our previously friendly merger discussions. We are especially disappointed with Cheyenne management's public disclosure of our private conversations." A statement issued by McAfee notes that both companies sell to a common target base of Fortune 1000 network administrators and both are leaders in their respective markets.

Cyber Classroom Hits the Road

CyberEd, a cyberspace classroom on 18 wheels, has hit the road. Financed with \$1 million in contributions from MCI Communications Corp., the Milken Family Foundation, Microsoft Corp., Corning Inc., DSC Communications Corp. and the William G. McGowan Charitable Fund, CyberEd aims to provide hands-on Internet and online communications training to local educators and community leaders across the country.

CyberEd and other White House-sponsored programs will provide free hardware, connectivity, training and Internet access to more than 400 schools in 15 designated Empowerment Zones, communities with a demonstrated need for economic revitalization efforts. Tech Corps, a non-profit organization that takes volunteers into schools to introduce new technologies, will help train principals, teachers and parents.

"CyberEd was created to support the White House initiative to foster meaningful partnerships between private sector businesses and their communities," says Tech Corps Executive Director Karen Smith. "We hope the CyberEd program will mobilize community members to seek out new ways to improve their educational resources." The truck is equipped with PCs, Internet connectivity, CD-ROMs, presentation facilities, printing, faxing and videoconferencing.

Following its dedication at the White House yesterday, CyberEd departed

Washington and headed for the first stop, Detroit on April 24. During the next five months, CyberEd also will travel to Atlanta, Baltimore, Boston, Cleveland, Chicago, Houston, Kansas City, the Kentucky Highlands, Los Angeles, the Mid-Delta region of Mississippi, New York, Oakland, Philadelphia-Camden and the Rio Grande Valley in Texas.

Western Digital 2.1 & 2.5 gb STR Spotlight

Caviar 2.1 and 2.5 GB EIDE Hard Drives

The Quality and Capacity Choice from the Company that Makes the World's Most Recommended Hard Drives

Just when a gigabyte seemed like a lot of storage, Western Digital breaks the 2 GB barrier for storage capacity with the introduction of the AC32100 (2.1 GB) and AC32500 (2.5 GB). The exploding need for mass storage and retrieval is insatiable. To meet the ever-increasing demand for data storage, drive capacity needs to be measured in gigabytes rather than megabytes.

BENEFITS

- High Capacity and Superior Performance

The AC32100 and AC32500 break the 2 GB barrier and deliver the performance and reliability you've come to expect. These drives offer a high data transfer rate, low seek times, a 5200 RPM spindle speed and cache buffering

They are the perfect solution for today's storage-intensive applications - from operating system applications such as Windows 95, Windows NT and OS/2

Warp to consumer and business applications. Increased storage capacity is also essential for multimedia, gaming, and information retrieval from on-line sources such as the Internet, America Online, CompuServe, Prodigy, and Microsoft Network.

- Exceptional Quality and Reliability

Western Digital offers a 3-year warranty and a Mean Time Between Failures (MTBF) of 300,000 hours of trouble-free operation.

- 100% Guaranteed Compatibility

The AC32100 and AC32500 have been thoroughly tested in Western Digital's exclusive Functional Integrity Testing Lab (FIT Lab). The FIT Lab's extensive test base of computer systems, operating systems and storage devices ensures the highest standards of reliability, quality and compatibility. Choose the hard drive that's guaranteed.

- Comprehensive Customer Support

Our technical support staff is available 6 days a week to answer questions and assist in making buying decisions. User guides, support utilities, and

drivers for many of our products are available through our electronic bulletin board. An automated fax line will send requested literature any time, day or night. On-line services (Internet, America Online, and Microsoft Network) provide general product and contact information, downloadable drivers, and answers to frequently asked questions.

- Target Applications
 - Pentium 150 and 166 MHz-based systems
 - High-performance desktop PCs
 - PC network servers
 - VESA and PCI local buses
 - Capacity-intensive consumer and business applications, multimedia and gaming

Caviar 2.1 and 2.5 GB Hard Drive Specifications

Model	AC32100	AC32500
Form Factor	3.5-inch	3.5-inch
Interface	AT-EIDE	AT-EIDE
Formatted Capacity	2.1 GB	2.5 GB
Average Seek Time	Sub 12 ms	Sub 12 ms
Data Transfer Rate	16.6 MB/s PIO Mode 4	16.6 MB/s PIO Mode 4
	16.6 MB/s DMA Mode 2	16.6 MB/s DMA Mode 2
Spindle Speed	5200 RPM	5200 RPM
Buffer	128 KB	128 KB
MTBF	300,000 hours	300,000 hours
Warranty	3 years	3 years

* Western Digital defines a gigabyte (GB) as 1,000,000,000 bytes.

Customer-focused

We've built a reputation as a customer-oriented company. Western Digital is the first U.S.-headquartered, multinational company to have been awarded company-wide ISO 9001 registration, linking all Western Digital organizations with a consistent global standard for quality processes and customer satisfaction.

Our hard drives have received so many awards that it's difficult to mention them all. PC World has awarded our hard drives with their World Class Award for three years in a row. And Computer Reseller News has declared Western Digital drives their Channel Champions for three consecutive years also. Everyone from editors of computer magazines to PC manufacturers to retail customers have recognized the excellence of our drive products. We think you'll agree.

Why a Higher Capacity Hard Drive is Important:

The chart below illustrates how much hard drive space an average computer user would require over a three-year period (over 2 GB). A Western Digital high-capacity, high-performance hard drive lets users efficiently run more of today's software - and tomorrow's.

APPLICATIONS AND OPERATING SYSTEMS	STORAGE REQUIRED
Windows 95, Windows NT, OS/2	50-150 MB
Business, graphics and utility software	150-500 MB

Games/education	100-400 MB
USER DATA: 3-YEAR LIFE	
Graphics, presentations, spreadsheets, etc.	300-600 MB
Image scanning	100-300 MB
MULTIMEDIA AND INTERNET	
Sound - 30-40 min high fidelity	225-450 MB
Video - 30-40 min. compressed	270-540 MB
On-line services, Internet: downloaded files	100-500 MB

WHAT WOULD YOU DO WITH AN EXTRA \$100?

FOR A LIMITED TIME ONLY

You can receive a \$100 rebate if you trade in your old hard drive for a 2.1 or 2.5 GB capacity Western Digital-packaged hard drive kit.

To receive this \$100 trade-in rebate, customers must enclose:

- '• The proof of purchase label from their Western Digital Hard Drive Kit box.
- '• The original purchase receipt.
- '• Your old hard drive (any model) after backing up and removing all valuable data.
- '• The original trade-in coupon available at
- '• Postmark by May 31, 1996 to the return address listed on the coupon.

This offer is valid only through

This mail-in offer is valid only on 2.1 GB and 2.5 GB retail packaged drives purchased during the promotion period of March 25, 1996 to May 5, 1996. This offer may not be combined with any other promotion. There is a limit of one request per name/family/address. Offer good only in USA. Western Digital accepts no responsibility or liability for any data on old drives submitted in connection with this promotion.

EDUPAGE STR Focus Keeping the users informed

Edupage

MSN CONTENT PROVIDERS MIFFED

Content providers who signed up early for the Microsoft Network are upset over Microsoft's restructuring of the service to focus on the Web, rather than proprietary forums. Some independent content providers, operating on the original MSN model, spent up to \$250,000 to stake their claim on MSN. "That's life on the Internet," says Microsoft's director of marketing. A Dataquest analyst agrees that the content providers "have to realize that they are in a market that is evolving, and they got in at the wrong time." (Wall Street Journal 12 Apr 96 A3)

WEB-SURFING WORKER WORRIES

A Find/SVP survey reveals that workers who use the Internet from work tend to make a habit of it -- spending an average of 7.7 hours a week -- almost a full workday -- online. The average time online for all users is about 6.6 hours a week. The tendency to spend lots of time online while "taking care of business" has executives concerned over lost productivity and potential legal troubles. "We are still trying to figure out to what extent we are getting the benefit, as opposed to the downside of the Internet," says a national sales manager for 3Com, which has put all 800 of its salespeople on the Net. To alleviate bosses' worries, Sequel will introduce a Net Access Manager product that allows companies to control worker access to online services, and Optimal Networks' Optimal Internet Monitor will have a similar features. Both products will be available in the next couple of months. (Investor's Business Daily 15 Apr 96 A8)

DIGITAL COPYING CONSTRAINTS PROPOSED

The Motion Picture Association of America and the Consumer Electronics Manufacturers Association are crafting proposed legislation that would prevent consumers from making more than one copy of a digital broadcast or a digital cable signal. They would require distributors of information to transmit encoded "copy control" information that would allow viewers to make a single copy of a broadcast or basic cable signal. Copyright holders of pay-per-view and video-on-demand program could block any recording of their material. In addition, a new technical standard would prevent consumers from making copies of rented videos. (Broadcasting & Cable 8 Apr 96 p18)

REAL AUDIO FOR INTRANETS

Progressive Networks Inc. is licensing a new application for its RealAudio software that allows corporate intranets to broadcast sound, such as company announcements and training presentations, to workers' desktops. Already signed up are AT&T's Wireless division and the Kennedy Space Center. (Information Week 8 Apr 96 p32)

REFEREEING VOICE ON THE NET

An increasing number of software makers are offering products that make it possible for individuals to communicate by voice over the Internet rather than be restricted to using the services of a long-distance telephone company. Issue: Whether the Federal Communications Commission should ban Internet telephony. ACTA (the America's Carriers Telecommunications Association), argues that software makers are competing unfairly because they're not subject to the same FCC regulations that govern long-distance carriers, but VON (Voice on the Net), a coalition of high-tech groups, argues that it's in the public interest to leave voice telephony on the Internet unregulated. An attorney for the FCC says that "one thing is for sure. The commission is not interested in refereeing between technologies." (US News & World Report 15 Apr 96 p53) In Canada, TheLinc, a small Ontario phone company, plans to offer 15 hours per month of long-distance telephone service for \$20 to anywhere in North America via the Internet. (Toronto Globe & Mail 11 Apr 96 A1)

INTELLIGENT AGENT OR VECTOR MATCH?

Apple Computer VP Donald Norman says "agent" technology is already in widespread use on the Net: "If you describe it as this wonderful thing to which you tell your preferences and it goes off and gives you a suggestion, now that's an agent. But if I simply say, It's just a vector match, it computes the vector on your preferences and puts it into the multi-dimensional vector space of all preferences of all people and finds the ones that are closest -- that sounds mechanistic, right? So where's the agent? And it turns out both phrases are describing the same thing." (Internet World May 96 p60)

DIGITAL WIRELESS TECHNOLOGY APPROVED

Motorola Canada says federal regulators have approved a new digital wireless technology, giving the world's largest cellular phone maker a new market for what it calls "next-generation technology." Industry Canada cleared code-division multiple access (CDMA) for use in cellular phone and data networks operating in the 800 Mhz band of the spectrum. CDMA is one of several technology options from which wireless carriers may choose that uses codes instead of separate frequencies and channels to keep cell phone conversations secure. (Ottawa Citizen 12 Apr 96 B12)

COMMUNITY ACCESS SAFETY NET

Community-based programs in Charlotte, NC, Newark, NJ and Salem, Ore. Are providing access to technology for low-income people who otherwise would never be able to get their hands on a PC. For example, East Harlem's Playing to Win program provides six months of computer access in its facility for \$35. "We're an economic safety net for those who can't afford more," says the director of Charlotte, NC's Charlotte's Web. Many of these are funded through the Commerce Department's NTIA and other government programs, but some feel that "corporate welfare" has gone on long enough and the big commercial providers should start doing their share. Others feel the government support is justified: "Business people here pay property taxes. Why shouldn't they benefit from low-cost Internet access?" says the director of Salem, Oregon's public library. (Business Week 15 Apr 96 p108)

AMIGA BOUGHT BY VISCORP

Visual Information Services Corporation is buying Germany's Escom AG's Amiga business for \$40 million, along with the Amiga brand name and intellectual property rights. Visual Information already licenses Amiga technology for use in set-top boxes it's developing for interactive TV. (Wall Street Journal 12 Apr 96 B3)

NEC TO STOP MAKING DESKTOP MACHINES IN U.S.

As a cost-cutting move, Japanese computer manufacturer NEC will stop making desktop PCs in the U.S. (and will instead outsource the manufacture of machines it designs and develops for the U.S. market). Japanese notebook computers have done well in the U.S., but desktop machines have not. (Financial Times 11 Apr 96 p13)

SECURITY DYNAMICS BUYS RSA DATA

Security Dynamics Technologies Inc. is buying closely held RSA Data Security, the dominant supplier of electronic encryption software, for a reported stock purchase of \$200 million. The deal will give Security Dynamics control over RSA's patents, which could play a significant role in transaction security for electronic commerce. Both companies are involved in producing devices that limit access to computer networks to authorized users. (Wall Street Journal 16 Apr 96 B1)

PENTIUM POWER GOOD FOR ANOTHER YEAR

The Pentium microprocessor accounts for 91% of processor shipments this year, and will continue as Intel's cash cow for at least another year, says MicroDesign Resources Inc., a Calif.-based research firm. MicroDesign predicts a major migration from the Pentium to the P6 chips in the first quarter of 1998. (Investor's Business Daily 15 Apr 96 A8)

CRIME AND PUNISHMENT SOFTWARE

Software developed by professors at Northwestern and Tufts Universities is demonstrating the importance of at least looking earnest in the courtroom. "Crime and Punishment" runs on CD-ROM and depicts video footage of a criminal trial, changing the appearance, race and/or sex of the defendant for each

user. The software then tracks decisions made by different users, generating data on how personal attributes affect criminal justice in the U.S. "This has applications in sociology, psychology, law, and political science in the classroom," says Northwestern University professor Jerry Goldman, one of the software's developers, "and our hope is that it will be useful for things like training new judges -- to sensitize them to the kinds of extra-legal factors that might influence them." "Crime and Punishment" was developed with a grant from the U.S. Dept. of Education's Fund for the Improvement of Postsecondary Education. (Chronicle of Higher Education 19 Apr 96 A28)

DEMISE OF THE WEB PREDICTED

Mark Stahlman, president of New Media Associates, predicts the death of the Web this year: "Advertisers will dump the Web, and businesses that depend on ad support will become uneconomic. But the cause won't be the poor performance caused by 'clogged pipes';... it's more fundamental. The Web is a terrible place to manipulate people's unconscious fears, which is the aim of consumer advertising... Advertising on the Web has to be information, not manipulation. This is because the medium doesn't permit the psychological games that 'impact' a modern audience.... unless the Web becomes television, as @Home and others hope. If the Web could readily deliver video-server-based moving images, then the manipulative techniques of TV ads could also be Web-delivered. But the bandwidth just isn't available, and probably won't be for as long as 10 years... But there's still a chance something quite new could happen. The Web is a medium for information and education -- not unconscious mental manipulation. What if the Web's real capability is taken seriously and it becomes the world's largest adult education system?" (Information Week 8 Apr 96 p100)

BOEING LIKES ORACLE'S NC COMPUTERS

Oracle CEO Larry Ellison says that the Boeing Aircraft Company has expressed an interest in buying 100,000 network computers, which Oracle has designed but which actually be built by some manufacturing companies to be announced next month. The network computer, or NC, will download both a small operating system and applications programs over a network used to access remote "server" systems holding data and programs. (Financial Times 16 Apr 96 p20) In other news, Oracle plans to let developers use its Designer 2000 and Developer 2000 tool sets to build applications in Java. Microsoft and Powersoft are planning similar features for their development tools (Visual Basic and PowerBuilder, respectively). Users would have only a Web browser on their workstations, and would leave their application code on a remote server. (Computerworld 15 Apr 15 p1)

NBC TESTING NEW MCI SYSTEM

NBC is testing MCI's new HyperMedia system, designed for video-on-demand, image storage and retrieval, corporate training and telemedicine. The HyperMedia system allows several affiliates simultaneously to access news reports and video from satellites at their convenience, rather than at pre-specified times, as is now the case. (Investor's Business Daily 16 Apr 96 A5)

TV'S FUTURE IS DIGITAL, SAY NETWORK EXECS

The heads of the Fox, NBC, and CBS television networks told a convention of broadcasters that broadcast TV needs to shift to digital technology into order to remain competitive, and Fox CEO Rupert Murdoch said: "We cannot allow free television to become a second-class medium." Digital TV is already available by direct broadcast satellite through services offered by DirecTV and USSB, but the cost for Fox to convert to digital television would be greater than \$100 million. (Atlanta Journal-Constitution 16 Apr 96 E3)

PC-TV MAY NOT BE FOR EVERYONE

The all-in-one PC-TV announced recently by Gateway 2000 may not turn out to be the family entertainment center that many electronics manufacturers envision: "They didn't call it a personal computer for nothing," says a general partner at Digital Video Investments, a New York investment research firm. "It's not called a family computer. Try experiencing the World Wide Web by looking over the shoulder of someone at a PC holding the mouse. For both people, it's as aggravating as back-seat driving. Now imagine the entire family doing this, when they can't even agree on something as simple as selecting from among a few dozen channels." (Investor's Business Daily 16 Apr 96 A10)

WEB CALLED "ULTIMATE ACT OF INTELLECTUAL COLONIALISM"

Anatoly Voronov, the director of Glasnet, an Internet service provider in Russia, says: "It is just incredible when I hear people talking about how open the Web is. It is the ultimate act of intellectual colonialism. The product comes from America so we either must adapt to English or stop using it. That is the right of any business. But if you're talking about technology that is supposed to open the world to hundreds of millions of people you are joking. This just makes the world into new sorts of haves and have nots." (New York Times 14 Apr 96 Sec.4 p1) Note: Edupage is translated from English into Chinese, French, German, Hebrew, Hungarian, Italian, Lithuanian, Portuguese, Romanian, and Spanish. Not Russian, as yet.

MORE MICROSOFT VIRUSES

First there was the Word virus -- now there's a Word Prank Macro Virus, located in a document on ActiveVRML, Microsoft's software tool for developing 3-D Web sites. But what's worse, is that Microsoft had to inform the programmers who attended its Professional Developers Conference last month that one of the CD-ROMs it distributed was infected. A cure is posted on Microsoft's Web site < <http://www.microsoft.com/> > (Investor's Business Daily 15 Apr 96 A8)

MURDOCH THINKS THAT CNN LEANS LEFT

Right-leaning Rupert Murdoch, whose Fox television network is planning to create an 24-hour all-news cable channel to compete with CNN, thinks that Ted Turner's CNN leans too far to the left. "I challenge Ted: I'll let him sit in the control room of Fox's news channel and edit if he'll let me do the same at CNN." Murdoch says the Fox news channel will offer unbiased coverage of events. (Atlanta Journal-Constitution 16 Apr 96 E3)

WHY ARE YOU STARING AT THIS?

At the Second Luddite Congress held in Barnesville, Ohio, attended by 350 people who respect the technology-hating Ned Ludd who fought the Industrial Revolution, author and computer security expert Clifford Stoll, attacked "Internet hucksters" and derided the notion that people without computer skills will be unemployable in the future: "Jobs, as they always have, will go to people who can get along with others. Now, how do you avoid developing those skills? By standing at a keyboard and staring off into cyberspace for hours." (New York Times 15 Apr 96 A8)

BELL ATLANTIC, NYNEX REVIVE MERGER POSSIBILITIES

Bell Atlantic and Nynex are at it again -- they're back at the bargaining table, negotiating a possible \$22 billion-plus merger that would create a telco entity second only to AT&T in size. The combined companies would serve more than 36 million residential customers in 12 states and the District of Columbia, and would have more than \$27 billion in annual revenue. The companies have agreed that Bell Atlantic chairman and CEO Ray Smith could head the new entity for a few years, and then hand it off to Nynex's chairman and CEO Ivan Seidenberg. (Wall Street Journal 17 Apr 96 A3)

ZENITH, MICROSOFT COURT STUDENTS ON CAMPUS

Zenith Data Systems and Microsoft have formed a new partnership aimed at increasing postsecondary student ownership of PCs. The Campus Z-Station program is initially targeting 150 universities with plans to offer a combination of software and Internet access at prices low enough to entice the student population. The companies hope to expand the program nationwide as quickly as possible. (The Heller Report Apr 96)

MICROSOFT TARGETS PRINT AND TELEVISION MARKETS

Microsoft and NBC are working together to develop a nightly hour-long show focused on new media personalities and the digital revolution. The program will be the first product to air on MSNBC, a 24-hour cable news network linked to an online service. (Wall Street Journal 17 Apr 96 B9) Meanwhile, Microsoft is working on a series of local online entertainment publications targeting the same readership bases as online newspapers. The project, code-named Cityscape, is hiring editorial staff to work in some of the cities that Microsoft's planning to cater to. "Local content is the endgame for online services," says an analyst with Jupiter Communications. "In terms of local content and ad dollars, all newspapers have seen that as their domain. That is not something they are going to want to see slip to AOL or Microsoft." (Houston Chronicle 18 Apr 96 C1)

THE TAX MAN COMETH

A recent decision by the Florida Dept. of Revenue to levy a tax on Internet access services has resulted in howls of protest, but the move is inevitable, says the executive director of the Washington, DC-based Multistate Tax Commission. Already, at least seven states and the District of Columbia tax computer services, and many more are considering it. (Tampa Tribune 12 Apr 96 B&F5)

INTERNET PHONE CONTROVERSY CONTINUES

Initial attempts to rein in the Internet and regulate voice transmissions via the computer network have met with a barrage of opposition, including a statement from Educom, which calls the America's Carriers Telecommunication Association's request for FCC regulation "an attempt by a coalition of resellers of conventional circuit switched interexchange voice services to obtain favored treatment from the Commission. There is no longer a need to preserve a one-size-fits-all approach to voice services." (BNA Daily Report for Executives 15 Apr 96 A5)

DATA WAREHOUSING EARNS BIG PAYBACK

International Data Corp. reports that companies that have invested in data warehousing, which pulls data from various large databases into smaller ones to analyze trends and possible business opportunities have realized a 400% return on their investments over three-years. The study was based on 62 organizations that spent an average of \$2.2 million each on their data warehouse operations. (Investor's Business Daily 18 Apr 96 A8)

DIGITAL AND ORACLE OFFER CLUSTERING OPTION

Digital Equipment and Oracle are jointly offering "Unix TruCluster Solutions" -- a combination of hardware and software designed so that users can string together servers into a cluster of machines that share memory, data and applications, significantly speeding up operations and reliability. A cluster of four Digital Alpha servers running Oracle's Parallel Server software can process more than 30,000 transactions a minute -- at least three times faster than rival products and less expensive per transaction, say analysts. (Wall Street Journal 17 Apr 96 B8)

FIGHTING ANTI-RACISM ON THE NET

The Canadian Jewish Congress, the World Anti-Fascist League, and the Lignes des Droits et Libertés have joined forces to create an anti-racist Web site. The site will be funded for three years by the Quebec government and will be up within a few months. It will be used to define racism and anti-Semitism for the public, to disseminate information on the groups spreading hate on the Net, and to teach students about tolerance. (Montreal Gazette 17 Apr 96 A4)

IBM PROFIT UP, STOCK DOWN

IBM posted better-than-average earnings but its stock fell 9 points because of Wall Street worries about its declining profit margins and the prospect of declining earnings from overseas markets. (New York Times 18 Apr 96 C1)

APPLE LOSS AND LAYOFFS SEEN AS PATH TO PROFITABILITY

Apple posted a \$740 million loss for the second quarter and said that it will eliminate 1500 jobs in the next 12 months (in addition to 1300 job cuts previously announced). Apple CEO Gil Amelio explained that the company was acting to reduce fixed costs, simplify its product lines, and streamline its business systems. (New York Times 18 Apr 96 C2)

NADER URGES U.S. CONTROL OF TELESAT SIGNALS

The Consumer Project on Technology (CPT), a consumer group led by Ralph Nader, is asking the Federal Communications Commission to take control of some Canadian satellite frequencies to prevent American direct-to-home satellite companies using foreign satellites to dominate the U.S. market. (Toronto Financial Post 18 Apr 96 p1)

INTERNET USERS JUST BLOWIN' IN THE WIND

Estimates of the number of Internet users worldwide go up and down as arguments rage over statistical methods. The latest count from Nielsen Media Research, based on an August 1995 survey, says there are 19.4 million people who have accessed the Internet "in the last three months." Professors Donna Hoffman and Thomas Novak of Vanderbilt University say the correct number is closer to 16.4 million. Mark Resch of Xerox shrugs off the controversy: "Yeah, we're in a hurricane, and they are arguing about whether wind is blowing 150 miles an hour or 120 miles an hour. The argument is intellectually interesting, and it totally misses the point. Activity on our Web site is up 10% a month, steadily." (New York Times 17 Apr 96 C1)

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INFORMATION TECHNOLOGY CONFERENCE

The CAUSE organization's annual conference on information technology in higher education is scheduled for the end of this month in New Orleans. The conference will bring together administrators, academicians and other managers of information resources. For full conference information check out <<http://cause-www.colorado.edu> > or send e-mail to conf@cause.colorado.edu.

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Educom -- Transforming Education Through Information Technology

THUMBS PLUS V3 STR Review

THUMBS PLUS V3 - 32bit

by Glenwood Drake

ThumbsPlus Version 3.0, is a 32-bit application by Cerious Software, Inc., for Windows 95, NT and 3.1/3.11. Actually, ThumbsPlus is a graphic file viewer and the product of a company that proves it is possible to write a program that performs well when running in the Windows 95 environment. Included in this package are functions and options all of us expect from other software companies, but seldom get. This package from Cerious Software, Inc. is much more than just another ordinary everyday file viewer. You can use drag-and-drop to organize graphics files by moving them to appropriate directories. It's ability to catalog, view, convert, edit, and crop some of the most popular graphic file formats, serve to set it ahead of the most popular programs in this category.

This version will use the Windows 95 recycle bin for deleting files, if you select that option. Long file names are now supported. One nice feature

included in the program, when executed, performs a search on every drive in your system and probes deep within all folders looking for graphics, clip-arts, fonts, and animation files. Then it displays a small thumbnail of each file. It's ability to print individual graphic files, or the thumbnails as a catalog is another excellent feature. ThumbsPlus can be used to create your own personal slide show using the graphics you select. Bitmap files can be installed as Windows wallpaper. You can also perform image editing in batch mode. ThumbsPlus will also convert metafile graphics to bitmaps (rasterize). Simply put, it comes loaded with features and the options within appear to be endless.

How often have you opened a new program and yelled; "where's the manual?" Nowadays many software companies have done away with manuals and incorporated them within their program in the form of a help file. We at STReport were pleased to see a User's Guide included with this program from Cerious Software. This User's Guide is well written and packed with information that is easy to use and understand.

However, as with any program that is installed on your system, occasionally you will encounter slight problems. The one that bothered this writer occurred within the install and remove fonts option. After creating thumbnails of all the fonts in my font folder on Win95, I decided to remove a few fonts from Windows. I soon discovered the program's ability to remove the fonts from windows with an undesirable side effect of deleting the TTF files from my disk. This unacceptable "added attraction" in the program is more than likely due to the "sad method" Win95 handles the removal of fonts. Win95 will also delete your fonts from this hidden font folder but you get a prompt, "are you sure you want to delete these files!" This warning is important because you now have a choice. You can move the fonts in question or lose them to the recycle bin. This gives you further security because you can restore them from Win95's recycle bin before it is emptied. These options were not available with ThumbsPlus, even though we configured it to use the Windows recycle bin.

While we don't consider ThumbsPlus as Pavarotti singing at the Metropolitan. Neither do we consider it an alley cat doing Hendrix. One thing is certain though, we at STReport use it and highly recommend this program to anyone that has the need for a top notch 32-bit graphic application written for Windows.

CDA Trial Update STR Spotlight

Citizens Internet Empowerment Coalition Trial Updates

<http://www.cdt.org/ciec/>
ciec-info@cdt.org

CIEC UPDATES intended for members of the Citizens Internet Empowerment Coalition. CIEC Updates are written and edited by the Center for Democracy and Technology (<http://www.cdt.org>). This document may be reposted as long as it remains in total.

40,000 Netizens Vs. U.S. Department of Justice
The Fight To Save Free Speech Online

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Quote of the Day: "Come on line with us, and your kids won't see what is in [DOJ lead attorney] Mr. Coppalino's book" of sexually explicit images found online.

-- Judge Stewart Dalzell, suggesting how service providers might market PICS compatible Internet services

(1) GOVERNMENT ARGUES CDA IS NECESSARY AND NOT OVERLY RESTRICTIVE

The second phase of the legal challenge to the Communications Decency Act began on Friday as the Department of Justice presented its defense of the new law before the three judge panel in Philadelphia. Although basic outline of the government's defense has been known for some time, Friday marked the first time that the Government has presented witnesses in defense of the CDA.

Based on Friday's testimony, the basis of the government's defense appears to be that sexually explicit material is easily available to minors on the Internet, and that the CDA, combined with a system for labeling sexually explicit material, is necessary to prevent minors from accessing sexually explicit material online.

Three witnesses testified at the Friday hearing:

- Howard Schmidt, Special Agent, Director of the Air Force Office of Special Investigations, Computer Crime Investigations
- Dan Olsen, Chair of the Brigham Young University Computer Science Department
- Albert Vezza, of MIT and the World Wide Web Consortium. (Vezza was called by the Citizens Internet Empowerment Coalition).

DOJ EXPERT CLAIMS THAT SPEAKER-BASED LABELING IS AN EFFECTIVE SOLUTION

The government also called Dan Olsen, from Brigham Young University, who testified that a content labeling system he has developed can effectively prevent minors from accessing sexually explicit material online. Olsen proposed that content providers who offer sexually explicit material should include a "-L18" (for under 18) tag on their sites, and that World Wide Web browsers should be programmed to recognize this tag and prevent minors from accessing tagged sites.

Despite Olsen's academic affiliation and research credentials, his standing as an expert on Internet standards setting is questionable at best. Olsen does not sit on the Internet Engineering Task Force or any other body charged

with developing protocols for the Internet, nor does he have any other direct experience with the Internet standards process. This fact was challenged by CIEC attorney's, who initially objected to Olsen's testimony. The court overruled the objection, stating that they would hear Olsen's testimony "for what it's worth".

Olsen, who admitted he came up with the idea for a -L18 tag only since the government asked him to testify in this case, suggested that the burden of preventing minors from accessing objectionable material online should fall primarily on content providers, rather than the recipients of the material.

During cross examination by CIEC attorney Bruce Ennis and ACLU attorney Chris Hansen, Olsen admitted that his proposal contains several critical shortcomings. Among these:

- '• The standard for what material should receive a -L18 tag is difficult to determine.
- '• Relying on speakers to label their material requires that listeners trust the judgment of the speaker, and limits the ability of listeners to make decisions based on their own personal or family values.
- '• The -L18 proposal contains no flexibility - it is either on or off.
- '• It is basically impossible for a content provider to determine who is an adult and to ensure that only adults have access to adult-oriented materials.

Ennis argued that, as a result, the only effective method to prevent minors from accessing inappropriate material online is to rely on end users and parents to control what material comes into their homes using parental control technologies such as SurfWatch, CyberPatrol, AOL's Parental Control features, PICS, etc.

Interestingly, although Olsen's proposal is conceptually similar to KidCode, a content labeling standards proposed by Nathaniel Borenstein last summer. Olsen stated he didn't know what KidCode was nor had he ever heard of it.

Finally, Olsen testified that, because the government was involved in the initial development of the Internet, he believes that the government has a role in determining appropriate technical standards for content labeling. This testimony was particularly striking because it in many ways represents the worst nightmare of CDA opponents -- that the law will permit Government will dictate technical protocols and standards for content on the Internet. Although this remains a significant concern, CIEC and ACLU attorneys effectively demonstrated that Olsen's proposed solution is poorly conceived and impractical.

SURFWATCH FOILS GOVERNMENT EXPERT

Howard Schmidt conducted a live demonstration of the Internet, taking the court on a tour of world wide web sites devoted to legal issues, a site promoting the City of Philadelphia, and several search engines. He then showed the court several usenet newsgroups and decoded pictures of ducks from the alt.binaries.pictures.animals newsgroup. Schmidt then showed the court sites containing sexually explicit images, although no he did not actually display any sexually explicit materials.

Schmidt's demonstration was intended to show how easily a child can access

sexually explicit materials online. Throughout the course of the court proceedings, the government has sought to show that minors can inadvertently stumble upon "indecent" or "patently offensive" material in the normal course of using the Internet, particularly through search engines, and that parental control software such as SurfWatch and Cyberpatrol are not effective at preventing minors from accessing such material.

While Schmidt claimed that minors can "inadvertently" stumble upon sexually explicit material on the Internet, the Judges appeared unconvinced and asked several pointed questions. Judge Sloviter repeatedly asked "Can one inadvertently come across this material?".

Schmidt's claim that minors can inadvertently access sexually explicit material on the Internet highlights a critical issue in this case. If the government can demonstrate that minors can easily and inadvertently receive indecent or patently offensive material on the Internet, the gvt. can argue that the Internet is a "pervasive medium" similar to television and radio, and that broad content regulations like the CDA are the only way to protect minors.

In his testimony, Schmidt cited examples of sexually explicit web sites which were not blocked by SurfWatch. Schmidt testified that he had found these sites by searching for terms such as "sex" and "xxx" on popular Internet search engines. During cross examination by CIEC attorney Ann Kappler however, Schmidt revealed that he had run his initial searches WITHOUT SurfWatch running. Kappler noted that SurfWatch prevents searches for terms like "sex" or "xxx", and that had Schmidt been running the program when he conducted his initial search, he would have been unable to access any of the sites he claimed SurfWatch didn't block.

In response to relentless questioning by Kappler, Schmidt reluctantly admitted that "SurfWatch would not have allowed the [initial] search".

PICS - AN EXAMPLE OF A LESS-RESTRICTIVE ALTERNATIVE TO THE CDA

In addition to the two government witnesses, the CIEC called Albert Vezza of MIT and the World Wide Web Consortium to explain the Platform For Internet Content Selection (PICS) to the court.

PICS is a set of protocols which will permit voluntary multiple, independent third party rating systems to operate on the Internet and commercial online services, as well as permit content providers to rate their own material. The PICS standards are being developed at MIT through the World Wide Web Consortium with the support of most of the online industry, including America Online, Prodigy, Netscape, Microsoft, Apple, and others.

Vezza explained to the court that PICS, unlike Dan Olsen's "-L18" tag, will allow for tremendous flexibility in rating content, and that many ratings systems are possible. And, because PICS would be controlled at the user level, parents and other users would have tremendous control over what material they access.

Vezza also testified that PICS is far less restrictive and far more effective at preventing children from accessing inappropriate material than the Communications Decency Act. Vezza testified that because a substantial amount of sexually explicit material is available on sites outside the United states, and because PICS allows parents to utilize trusted third-party rating systems, it is inherently more powerful and flexible than the broad restrictions imposed by the CDA.

Vezza also pointed out that the PICS standards will allow parents to block access to all unrated sites if they choose. As a result, Vezza said, "children could be protected without mandating any one rating system, from foreign sites, and from sites with indecent or patently offensive material that has not been rated".

The Judges appeared extremely interested in Vezza's testimony, and asked numerous questions. Judge Stewart Dalzell, who has taken a keen interest in the case, stated for the second time since the trial began that the world wide web has developed almost entirely because the government has stayed out of the way. At one point, Dalzell stated "There must be powerful market forces driving this process". Dalzell then stated rhetorically that he could imagine a marketing advantage for implementing PICS standards and that providers would sell their services by saying, "come on line with us and your kids won't see what is in Mr. Coppalino's book", referring to the book of evidence containing sexually explicit images found online.

TESTIMONY TO RESUME MONDAY APRIL 15

Testimony will resume on Monday April 15 with Government witness Dan Olsen. The trial is proceeding more quickly than initially expected, and it is possible that all testimony from both sides will be concluded on Monday. It is possible that the hearing originally scheduled for April 26 will be canceled, and that the closing arguments, scheduled for June 6, will be moved to up to mid-May. CDT will post an update as more information becomes available.

(1) TESTIMONY ENDS IN COURT BATTLE TO OVERTURN THE CDA CLOSING ARGUMENTS SET FOR MAY 10

Hearings ended today in the constitutional challenge to the Communications Decency Act with the cross-examination of government witness Dan Olsen. The court also announced today that closing arguments in this landmark case will be heard on May 10 (the hearing had originally been scheduled for June 3).

Dan Olsen, Chair of the Department of Computer Science Brigham Young University, testified on Friday April 12 about a scheme he developed two weeks ago for rating sexually-explicit content on the Internet. Olsen's proposal would require content providers to label their sites with an "-L18" tag if the site contains sexually oriented material. During cross examination on Friday and again today, CIEC and ACLU lawyers criticized Olsen's proposal as inflexible and extremely difficult to implement.

All three judges presiding over the case -- Dolores Sloviter, chief judge of the U.S. Third Circuit Court of Appeals, and the U.S. District Judges Stewart Dalzell and Ronald Buckwalter -- questioned Olsen for almost 45 minutes about his proposal, and seemed unconvinced by his presentation.

At one point, Judge Sloviter asked, "I am wondering if whether in essence your scheme requires some material to be blocked in advance, and if you can think of any time in our history when we have blocked material in advance in an organized fashion?"

Olsen replied that he believed newspaper editors did this routinely. In response to another question from Judge Sloviter, Olsen admitted his plan would "make it easier for the government to censor material" on the Internet if it one day chose to do so directly.

GOVERNMENT RESTS ITS CASE AFTER CALLING ONLY TWO WITNESSES

The government rested its case today after calling only two witnesses in defense of the Communications Decency Act. The CIEC and ACLU cases called a total of 13 witnesses. Interestingly, over two days of hearings, neither witness offered testimony explicitly defending the CDA as written. Instead, the testimony appeared designed to convince the court that the CDA is narrowly drawn and therefore satisfies the "least restrictive means" test.

In short, the government witnesses testified:

- ' • That sexually explicit material is available to minors on the Internet (a claim that neither the CIEC nor the ACLU challenges dispute).
- ' • Requiring content providers to label content will prevent minors from accessing sexually explicit material on the Internet.

CIEC and ACLU attorneys argue that the content labeling scheme proposed by Olsen is would not be a "good faith defense" under the CDA, and is therefore irrelevant, and that the Government has not proven that the Communications Decency Act is the "least restrictive means" of protecting children from inappropriate material on the Internet.

Speaking to reporters at the end of today's hearing, CIEC lead attorney Bruce Ennis summarized the last two days of testimony by saying, "... in the final analysis parents have the ability and the technology to control what kids see ... without reducing all content on the Internet to the level appropriate for an eight-year-old." Ennis added, "This law is unconstitutional."

CLOSING ARGUMENTS SET FOR MAY 10

On May 10, the plaintiffs and the government will each present two hours of closing arguments. A decision is expected from the three judge panel in mid-June. Any appeal of the ruling will be made directly to the Supreme Court under expedited review provisions of the Telecommunications Reform Act.

For more information, including the text of the transcripts from the first 3 days of testimony (remaining tow days will be posted soon), the text of the complaint, and information on how you can join this historic legal battle, visit the CIEC World Wide Web page at:

<http://www.cdt.org/ciec/>

(2) Subscription Information

As CIEC members, you have been invited to join this list in order to receive news updates and other information relevant to the CIEC challenge to the Communications Decency Act. To subscribe, visit <http://www.cdt.org/ciec> and join the Coalition.

If you ever want to remove yourself from this list, send email to

ciiec-members-request@cdt.org

with 'unsubscribe ciiec-members' in the SUBJECT LINE (w/o the 'quotes'). Leave the body of your message blank.

(3) For More Information

For more information on the CIEC challenge, including the text of the complaint and other relevant materials:

` • World Wide Web <http://www.cdt.org/ciec/>
` • General Information about CIEC ciec-info@cdt.org
` • Copy of the Complaint ciec-docs@cdt.org

` • Specific Questions Regarding the Coalition, including Press Inquiries
ciec@cdt.org

` • General information about the Center for Democracy and Technology
info@cdt.org

end ciec-update.10
4/15/96

Kids Computing Corner
Frank Sereno, Editor

The Kids' Computing Corner
Computer news and software reviews
from a parent's point of view

COMPUTER CURRICULUM CORPORATION LAUNCHES NEW CURRICULUM PROJECT ON ITS EDUCATIONAL WORLD WIDE WEB SITE

Award-Winning Internet Site Adds "Shapes Around the World," an Innovative
Mathematics & Cultural Project that Tracks Student Progress

SUNNYVALE, CA -- Computer Curriculum Corporation (CCC), a leading publisher of educational software for the K-12 market, today announced its second major Internet education project, Shapes Around the World, a collaborative curriculum-based lesson that explores geometric shapes and patterns. Shapes Around the World, which is based on national education standards, is part of CCCnet (<http://www.cccnet.com>), the first World Wide Web site to provide interactive online curriculum to schools nationwide. Shapes Around the World is the first online educational project to track student progress.

Shapes Around the World is interdisciplinary, combining a focus on geometric shapes with an awareness of how they relate to real-world objects in culture and geography. The geometry project, which is designed for middle school students grades six through nine, uses upbeat graphics to engage and keep the attention of media-savvy students.

In the two and a half months since CCCnet's unveiling, more than 600 educators already have become members. In addition, industry magazine, The Net, awarded CCCnet Site of the Month, describing CCCnet as "one of the most innovative Web accomplishments" to date.

"Shapes Around the World utilizes the Internet the way so many people have envisioned it's collaborative, multimedia-rich, and it allows students to learn about places around the world," said Lori McBride, CCC vice president of New Media Markets. "Receiving the Site of the Month honor by a publication closely tracking thousands of web sites is rewarding and recognizes CCCnet as an innovative and valuable resource."

"Teachers nationwide have told us that it's not enough to get hooked up to the Internet. They need a structure to use the Internet's resources and they want real educational solutions," McBride added. "With CCCnet and Shapes Around the World, we're doing something that has never been done before, and the initial feedback we're getting from educators is phenomenal." Consistent with its approach and philosophy for K-12 comprehensive courseware, CCC has included an assessment component in Shapes Around the World. As students participate in the geometry project, CCC tracks their work with user identifications and database technology, enabling students to view their own progress at any given time.

Collaborating to Discover Geometry

When teachers enroll their classes in the Shapes Around the World project, they are teamed up with other participating classes. The students go on a "Geometry Adventure" and at the end they discover their hidden "GeoShape." Their GeoShape is then combined with the GeoShapes of the four other classes in their group to form "The Big Picture," which is then displayed in CCCnet's "Hall of Shapes." Each of these Big Pictures is culturally-based, including images from Asia, the Americas, Europe and Africa.

Other areas of Shapes Around the World include "Talk Shapes!," where students participate in an online dialogue to facilitate the completion of their projects, and the "Geometry Challenge," where students test their knowledge of the shapes they've been studying. Essential to the completion of the project, is the gathering of information from other web sites and collaborating with other students nationwide.

CCCnet Lesson Structure and Future Projects

As with all of CCCnet's online projects, a detailed lesson plan is included. These lesson plans, which can be read online or printed out, summarize objectives, time required, national education standards met by the project, teacher preparation, and recommended additional activities and related resources. In the preparation section, the lesson plan addresses options for using the curriculum based on various computer set-ups: for example, how to implement the Shapes Around the World project in a computer lab environment vs. the classroom.

CCC will continually publish new curriculum-based projects every two to three months on CCCnet. Shapes Around the World is scheduled to begin running April 15. The curriculum project area of CCCnet is currently free, but will be subscription-based later this year. CCCnet is designed for school and home use. CCCnet's first project, Energy Flow in Amazonia, will continue to be available, in addition to the new project.

The Company

Computer Curriculum Corporation, one of the fastest growing units of Simon & Schuster, is a leading publisher of educational software for the K-12 market. By combining its comprehensive courseware with a powerful management system, CCC enables teachers to not only create an engaging learning environment, but establish individualized learning paths, assess progress and measure results against appropriate standards. CCC's software is installed in more than 8,000 schools and is used by more than 1.5 million students worldwide. CCC is committed to providing community-wide learning environments and has recently begun delivering educational content over the World Wide Web and creating a school-to-home link. CCC can be found on the Internet at <http://www.cccnet.com>.

Simon & Schuster, the world's largest educational publisher, is the publishing operation of Viacom Inc. Viacom is one of the world's largest entertainment and publishing companies and a leading force in nearly every

segment of the international media marketplace.

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DISNEY INTERACTIVE'S NEW ANIMATED STORYBOOK, TOY STORY WEB SITE INCLUDES SPECTACULAR CONTEST TO SUPPORT HIGHLY ANTICIPATED CD-ROM

"The Hunt for the Lost Toy" Contest Is One Of Several Exciting Features For Those Visiting New Web Site

Burbank, CA -- To coincide with the release of its Animated Storybook, Toy Story, on Wednesday, April 24, Disney Interactive invites fans of all ages to visit their new family-oriented Internet site dedicated to the CD-ROM (<http://www.toystorybook.com>). The fun-filled web site, designed to support the release of Disney's Animated StoryBook, Toy Story on CD-ROM, features a 22-day contest which gives "net surfers" the opportunity to win one of more than 10,000 free copies of the new CD-ROM and enter the grand prize drawing for a trip for four to Walt Disney World, to see the "Toy Story Parade" live at the Disney-MGM Studios in Florida.

The official web site for Disney's Animated StoryBook, Toy Story is part of the Disney.com web site (<http://www.disney.com>) and features three main areas for families to explore: "The Hunt For The Lost Toy" contest, including puzzles, rules, and results; Product Information, including product previews, system requirements and a rebate offer, and The Toy Box, featuring children's activities. The web site features fun activities, downloadable artwork and sound and product details. Pixar Animation Studios created new art exclusively for the web site, including a "splash page" for the online contest.

"The development of the web site for Disney's Animated StoryBook, Toy Story is much more than an extension of the CD-ROM," said Carolyn O'Keefe, vice president, marketing, Edutainment & Multimedia for Disney Interactive. "It is truly an interactive web site that offers our guests a wide range of experiences, information and fun."

On-Line Contest

"The Hunt for the Lost Toy" propels players into a fun-filled contest for the entire family as they search for the missing toy, hoping to find it before evil Sid gets his hands on it. The challenging contest invites players to join in the hunt and help unfold the mystery by reading along with the story. Contestants use key word clues and hints from the popular "Toy Story" characters to solve a puzzle as to where the lost toy is located. For 22-consecutive days, a new puzzle will be posted every day at 8:00 p.m. (EDT) where it will remain until 7:30 p.m. (EDT) the following day. The first 455 contestants who submit the correct answer to the puzzle each day will win a free copy of Disney's Animated StoryBook, Toy Story. Daily contest winners will be announced in the Contest Results area on the web site the following day. All contestants who answer correctly are automatically entered in the grand prize drawing for a trip for four to Walt Disney World. The grand prize winner will be announced at the end of the 22-day contest period.

Additional Web Site Features

Product Preview, Information and Rebate: Toy Story fans can preview eight full-color screen shots from the CD-ROM as well as view detailed product features and information such as minimum system requirements and suggested

age use for Disney's Animated StoryBook, Toy Story in this colorful area. A coupon to receive a five-dollar rebate with the purchase of the new Animated StoryBook and Dial for Kids products can also be printed out from this product area. The rebate requires proof-of-purchase of Disney's Animated StoryBook, Toy Story and two Dial for Kids products.

The Toy Box: Children can print out mazes, connect-the-dots and coloring pages to play with off-line, as well as download "Toy Story" sound bites. The Toy Box also includes a hotlink to the "Toy Story" feature film web site (<http://www.toystorybook.com>), where families can download a concentration/matching game.

The Product

Disney's Animated StoryBook, Toy Story, jointly created by Disney Interactive and Pixar Animation Studios, is the fourth in Disney Interactive's best-selling Animated StoryBook series, and captures the spirit of the blockbuster buddy film. The program makes reading fun for children by bringing the humorous plot line to life through 15 engaging story screens, hundreds of colorful "clickables" and five skill-building games/activities.

The web site for Disney's Animated StoryBook, Toy Story is located within the Disney.com web site (<http://www.disney.com>), which is Disney's engaging family entertainment web site on the Internet. Disney.com is the one place where fans of all ages can experience the full breadth of Disney's offerings from software and movies to publishing, music, retail stores, and of course, Disney's theme parks.

Pixar, founded in 1986, is an Academy Award-winning computer animation studio that is creating a new generation of animated feature films, CD-ROM titles, television commercials and other animated products. Pixar animation combines the creativity of some of the world's leading animators and story writers with state-of-the-art technology. The result is classic stories and characters with an entirely new, three-dimensional animated look. Pixar's first movie, Toy Story, was released in November 1995 by Walt Disney Pictures in collaboration with Walt Disney Feature Animation, and is the world's first fully computer-animated feature film. The company's studios are located in Point Richmond, Calif. and employ approximately 175 people.

Disney Interactive, a subsidiary of The Walt Disney Company, develops, publishes and markets a broad range of interactive, family-oriented entertainment and educational materials including CD-ROM's, video games and online products.

COMPUTER CURRICULUM CORPORATION PARTNERS WITH KAPLAN EDUCATIONAL CENTERS IN NEW "SCORE@KAPLAN" K-12 ACADEMIC PROGRAMS

Exclusive Agreement Brings CCC's Educational Software to Centers Nationwide
SUNNYVALE, CA -- Computer Curriculum Corporation (CCC), a leading publisher of educational software for the K-12 market, today announced that it is partnering with Kaplan Educational Centers, one of the nation's premier educational companies, to deliver its curriculum-based software to thousands of students nationwide.

Under an exclusive agreement, CCC has licensed its SuccessMaker software to Kaplan for use in "Score@Kaplan," a new academic enrichment program to be offered at centers around the country. Kaplan operated four K-12 pilot centers in Boston last year, and will now open centers nationwide. Kaplan is also expanding its centers through its acquisition of Score! Learning Corp. (announced separately today).

With its new Score@Kaplan program, Kaplan will offer K-12 instruction with SuccessMaker's comprehensive courseware. Kaplan chose CCC's SuccessMaker software because of its engaging multimedia content and its ability to adapt to individual student's learning styles. In addition, Score! founder, Alan Tripp attributes much of Score's success to the use of CCC's software programs. Score!, which was founded in 1992, currently serves more than 3,500 students in 14 locations in northern and southern California.

"As a premier education provider, Kaplan's selection of CCC software is a rewarding endorsement of SuccessMaker as an effective tool for improving student learning and delivering measurable results," said Dr. Ronald Fortune, CCC president and CEO. "Through our partnership with Kaplan, we are building on CCC's community-wide learning initiative to make 'classrooms without walls' a reality."

SuccessMaker is a family of comprehensive courseware for grades kindergarten through 12. SuccessMaker incorporates video, sound and interactive animation into more than 3,000 hours of content in reading, language arts, math, science, life skills and ESL/bilingual courses. SuccessMaker is based on national education standards and incorporates foundational courses as well as exploratory-based curriculum. Through SuccessMaker's built-in management system, the software adapts to each student's individual learning style, moving them through the curriculum at a pace that's right for them. The management system also allows educators to track student performance and generate reports.

The Company

Computer Curriculum Corporation, one of the fastest growing units of Simon & Schuster, is a leading publisher of educational software for the K-12 market. By combining its comprehensive courseware with a powerful management system, CCC enables teachers to not only create an engaging learning environment, but establish individualized learning paths, assess progress and measure results against appropriate standards. CCC's software is installed in more than 8,000 schools and is used by more than 1.5 million students worldwide. CCC is committed to providing community-wide learning environments and has recently begun delivering educational content over the World Wide Web and creating a school-to-home link. CCC can be found on the Internet at <http://www.cccnet.com>.

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Family Pets CD-ROM
FamilyWare
540-C N.E. Northgate Way
Suite 542
Seattle, WA 98125-6107
1-800-313-7333
Published by Essex Interactive
Retail Price -- \$10.00

Program Requirements

OS: Windows 3.1
CPU: 386SX
HD Space: ? MB
Memory: 4 MB
Graphics: 640 x 480, 256 colors
CD-ROM: single-speed
Audio: 16-bit sound card
Other: mouse, printer optional

reviewed by Donna Lines

This program offers a convenient and easy to use database to track important information regarding your family pets. You can enter information such as the pet's name, species, date the pet joined the family, height and weight, identifying marks, tag i.d. numbers, veterinarian information, pertinent health information such as vaccinations, existing medical conditions and medications, etc.

You can add photos of your pets, provided they are already scanned and saved as bitmap files. I was able to successfully load a 79k bitmap of my dog, but attempts at anything higher, even as small as 550k, were unsuccessful. The Help File within the program did not specify a limit to the file size. The limit to the file size could be affected by other factors outside of the program, such as the amount of virtual memory available or the size of the clipboard file.

The program also offers general tips on choosing and caring for a variety of species such as guinea pigs, snakes, canaries, and other common household pets. You can review this information to see the average life expectancy, the level of care needed, and other factors that will help you determine if a certain type of animal is right for your family.

A summary of each pet's information can be printed at the click of a mouse button. In case you should lose your furry or not-so-furry friend, there is even a feature that steps you through the process of making and printing a "Missing Pet" poster that will incorporate your pet's photo.

The program was well laid out and easy to use. This program would be well suited for children that have a special 4-H or Scouts project or anyone that wants a handy reference tool to track their pet's information.

Window Art Kit
Hybrid-format CD-ROM for Windows and Macintosh
less than \$20
for ages 4 and up
PrintPaks Inc.
513 NW 13th Avenue
Suite 202
Portland, OR 97209
503-295-6564
<http://www.printpaks.com>

Program Requirements

IBM		Macintosh	
OS:	Windows 3.1, Windows 95	OS:	System 7.1
CPU:	386	CPU:	68020
HD Space:	10 MB	HD Space:	10 MB
Memory:	8 MB	Memory:	8 MB
Graphics:	640 by 480 with 256 colors 256 colors, 13" monitor	Graphics:	
CD-ROM:	Double-speed recommended	CD-ROM:	Double-speed
Audio:	8-bit Windows compatible sound card		
Other:	inkjet printer, mouse	Other:	

reviewed by Frank Sereno

If you have been looking for some fun art projects for your family, PrintPaks Inc. has several new reasonably priced products that will fill the bill. They have separate kits for making customized magnets, pinwheels, pop-up greeting cards and window art. Each program features Max the Dog, the friendly online host who gives audible instruction when you click on his nose! He's cute as a button and very helpful.

The Window Art Kit includes all materials necessary to make six transparency pictures with frames and hangers. The program includes a selection of colorful artwork, plus you can import images in Photo CD, TIFF and BMP formats. You can also place text at the bottom of your graphic.

Creating your window art is very easy. The most complex part of the process is that you must create two designs rather than a single one. This is due to the size of the transparency paper. Max will walk you through all the steps to create and print your design. Kids will have a blast creating their own room decorations. One fact to keep in mind, the refill kits cost \$10 each so it is wise not to make too many window art decorations. I would also advise that parents should supervise children under 10 to be sure that no raw materials are wasted in the process. Setting up the printer and loading the transparency paper may be too complicated for some younger children.

The results you get will be depend on the capabilities of your printer. My output on a HP DeskJet 550c was very pleasing to the eye. Newer printers will no doubt have much better results. Be sure to have clean hands when handling the transparency paper because it will attract any oils on your skin and create fingerprints on your artwork.

All in all, this is a well-designed program that should be tons of fun for the entire family. Let PrintPaks Window Art Kit bring out the creative artist in you!

WINZIP NEWS

BOTH THE 16-BIT AND 32-BIT VERSIONS NOW SUPPORT
THE OPTIONAL BUILT-IN DISK SPANNING ADD-ON

Detailed list in the WinZip 6.1 beta versions follow

Note: most of these changes all involve issues related to the introduction of new features in earlier WinZip 6.1 beta test versions, and not affect WinZip 6.0 and 6.0a users.

Changes between WinZip 6.1 release candidate 1 and 4a:

- Treeview Extract dialog box now works under NT 4.0 beta 1.
- Under Windows 95 you can specify QuikView in the Program Locations dialog box Default Associations field without specifying the full path (assuming QuikView is installed).
- 16-bit Wizard "Select Different Folder" dialog in the unzip panel lets you click OK even if the folder does not exist.
- Wizard Search Disk option now issues an error message if you try to search a floppy or CD ROM drive with no disk.

Changes between WinZip 6.1 beta 4a and 3b:

- Added revised Search dialog to Wizard "Select Zip File" panel, so you can search floppies and CD-ROM drives.
- Added Create Shortcut to the File Menu (inspired by the Microsoft Internet Explorer, it creates a desktop short cut for the open archive).
- Abort dialog box has correct parent window while running Wizard.
- Include "Desktop" in Windows 95 Extract and Select Folder dialog boxes.
- Added text "you can uninstall this program by selecting Add/Remove Programs in the Control Panel" to the end of the Wizard install panels if appropriate.
- Put "Reuse WinZip Windows" back on the Options menu to make it easier to drag and drop files between WinZip windows.
- Fixed drag and drop from WinZip to printer and archive.
- Fixed problems involving filenames with foreign characters.
- Logic to look for readme files skips readme.exe and .com.
- The new Windows 95 style Extract dialog box now issues an error message if you click once on a drive that is not ready.
- Originally selected file stays selected after changing sort order in the Wizard Select Zip File Panel.
- After creating a new folder in the Windows 95 style Extract and select folder dialog boxes, the correct folder is always shown
- Changed title on Caution dialog box to "Caution".
- Fixed internal error when dropping files onto "Select Zip File" panel after Search Hard Disk.
- "Uninstall WinZip" procedure now deletes the new files wztutor.hlp and example.zip.

- ^• Implemented keyboard interface in 16-bit Select Zip File panel.
- ^• Search for Zip files ignores zero length .zip files (e.g. files left in Internet Explorer cache directory).
- ^• F1 now works in the Windows 95 style Extract dialog box.
- ^• Got rid of "?" button in title bar of 32-bit Wizard Options dialog box.

Changes since WinZip 6.1 beta 2a:

- ^• Beta 3b makes the Explorer context menus and some of the Explorer drag and drop features work on systems that do not have msvcrt40.dll installed.
- ^• Beta 3a fixes an internal error message when switching from the Wizard to the Classic and back to the Wizard interface.
- ^• Several people reported that the Explorer context menus simply did not show up in WinZip 6.1 beta 2a. This issue should be resolved, but if you encounter missing Explorer context menus, please send mail to beta@winzip.com.
- ^• The first version of beta 2a added a zero to any EXE file if you right clicked on the EXE file in the Explorer. This was resolved in the version posted on March 4 and in this version.
- ^• Only one "Extract To" item is displayed in the Explorer context menus for Zip files.
- ^• "Add To Zip" no longer shows up in Explorer context menus for .zip files, it is only used for non-zip files.
- ^• Explorer "Add to Zip" menu entry now works even when the Winzip Wizard windows is active.
- ^• Help improvements, including an updated Brief Tutorial and Step by Step instructions for Windows 95 users.
- ^• No more "help topic not found" messages while running the Wizard.
- ^• Switch Interface dialog is no longer displayed when closing WinZip after the Explorer Extract-To option is used.
- ^• "Next Time Start with Wizard Interface" Configuration option is no longer ignored if "Save Settings On Exit" is unchecked.
- ^• Option to convert long filenames to DOS format filenames is once again working consistently.
- ^• Zip files opened by the Wizard are added to the File menu history list.
- ^• Clicking Close in the Wizard Install panel while preparing to delete files now works.
- ^• Using Wizard on empty zip no longer causes internal error.
- ^• "Next" button is always enabled after a successful manual search in the Wizard "Select Zip File" panel.

- ˆ• Double clicking on a zip with "Reuse WinZip Windows" in effect opens a new WinZip window if the Wizard is in the middle of an unzip or install operation.
- ˆ• Resolved internal error in Wizard (wizutil line 160).
- ˆ• Palette handling improved in 8-bit color mode (less flicker).
- ˆ• File/Move once again lets you you move files to a root directory.
- ˆ• Options/File Manager Extension dialog again works correctly.
- ˆ• Resolved memory leak when closing Wizard while "Select Zip File" panel was active.
- ˆ• Wizard's "View Zip Documentation" logic now finds readme files with folder information (e.g. disk1/readme.txt).
- ˆ• Wizard "I Know Where It Is" dialog box "Find Files Of Type" combo box works correctly if a folder does not contain .ZIP files.
- ˆ• Wizard Select Zip Files dialog box no longer includes names with extensions like ".zipppp" (e.g. if a file has a long name, the long name must end with .zip or the file is not listed).
- ˆ• Window containing the wizard bitmap is resized to exactly fit the bitmap if the bitmap doesn't fit exactly (e.g. if using large fonts).

End of changes since WinZip 6.1 beta 2a

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Atari Interactive - software/Jaguar/Computer Section
Dana Jacobson, Editor

From the Atari Editor's Desk

"Saying it like it is!"

It's been a really rough week. The good news was that we had no snow in New England!! We've all experienced bad days or weeks at our places of employment c I had the week from Hades! It was just one of those weeks that nothing went right. And, to top it all off, one of my two coveted black with gold leaf lettering Atari mugs was smashed to smithereens at work. My fault, but nevertheless....

Not much happening in the world of Atari this week. The major news stories are the massive losses at Apple, and the reselling of the Amiga line of computers.

Toad Hall, my personal BBS, is still growing little by little. We're still waiting for the additional hardware to arrive (red tape, naturally). Meanwhile, we're running the new RATSsoft system alongside the "original" system which is still going strong under the MichTron BBS software. Once we get the new storage hardware, the MichTron system will be phased out altogether. It will be difficult to see it go. If you're interested in checking out the largest and longest running Atari support BBS in the Northeast, give us a buzz. The numbers are 617 567-8642 and 617-569-2489. And of course, you can find the latest issues of STReport there. In the near future, we'll have over a gigabyte of hard drive space and 7- CDRoms jam packed with your favorite PD and freeware software not to mention the many ongoing message discussions of varying topics. Drop by today!

Other than that, I've heard that the recent Atari warehouse inventory sale has been extremely successful. Atari's Don Thomas is looking for ways to repeat this event with other odds and ends that he might find that will be of

comparable interest to Atari enthusiasts worldwide. Stay tuned here for the information as soon as it happens!

Until next time...

Jaguar Section

Zoop Review! Primal Rage Review!
Nintendo's "Atlantis"! Towers II!?
Fight For Life, Now! Worms?!
And More...

From the Editor's Controller - Playin' it like it is!

The week started off slowly with regard to Jaguar news, but got better near the end of the week. Spring Fever must have died down as our staff has been busy with reviews look for reviews of Zoop and Primal Rage in this issue.

Fight For Life has finally arrived after a number of delays, a brief period of cancellation, and much reconsideration. Now we have the opportunity see what all of the hubbub was all about. It's on its way to us and we'll see for ourselves, shortly. This title may be aptly named.

JV Enterprises' Towers II has been finished for a few months now, but hasn't yet been released. A brief item from the Internet "explains" why, or at least their side of the story. We've included that item, along with a few editorial comments.

4-Play's BS is still ongoing and we may have some update reports from one of the 4-Play staff. Still no word on its release date. The word regarding that is similar to an old wine commercial: "...released before its time." However wine held too long .soon becomes vinegar.

Well, we have a lot of news and information for you this week, so let's get on to it!

Until next time...

Publisher Note: From what we can deduce from 4Play's latest flurry of update posts, they seem to have made it quite clear they have given exclusive coverage of their efforts to another magazine. Therefore I strongly recommend that it be found and viewed to find out anything about 4-Play's BS.

RFM

Industry News STR Game Console NewsFile - The Latest Gaming News!

Sierra Buys Out Headgate Inc.

For undisclosed terms, Headgate Inc., a small developer of golf simulation software located in Salt Lake City, has been acquired by Bellevue,

Washington, multimedia software developer Sierra On-Line Inc. Founded in 1992, Headgate employs six people, all of whom are involved in research and development of developing golf simulation products for the personal computer entertainment market.

Headgate President Vance Cook told United Press International his firm has been developing a Windows 95 golf title that will raise the standard by which PC golf games are measured. Sierra Chairman Ken Williams added, "Golf is one of the leading categories in entertainment software publishing. The market is actually larger than flight simulations."

And Sierra President Michael Brochu called the acquisition an integral part of his firm's strategy to expand in sports products, adding it "represents a move to further build the brand awareness of our popular sports line, which includes Front Page Sports Football and Baseball, NASCAR Racing, Indy Car Racing and Trophy Bass Fishing."

Microsoft Buys Game Control Unit

For undisclosed terms, Exos Inc., developers of what is called "the force feedback technology" for game control devices, has been acquired by Microsoft Corp. Reporting from Microsoft's Redmond, Washington, headquarters, United Press International says the acquisition "underscores the computer software giant's interest in improving the quality of personal computer game play," noting that force feedback technology enables users to feel gaming effects such as race-car crashes, turbulent flight simulations, and gun recoils.

UPI says Microsoft has established an input device group that designs and markets personal computer input devices, including the SideWinder 3D Pro joystick, which uses digital optical technology to increase responsiveness and precision. Rick Thompson, general manager of the input device group, told the wire service, "We are excited to bring added realism, provided by the force feedback technology, to our consumers' gaming experience. Soon, players will feel every bump, every brake and crash, every jab and every shot."

The 8-year-old Boston-based Exos, with its 12 employees, makes and sells controllers for interactive entertainment for arcades, home video systems and personal computers.

From CIS, comes this tidbit about a rumored new handheld machine from Nintendo, coming late this year:

>>Larry, what's the scoop on this new handheld I hear the big N is developing? Or maybe I just heard another rumor.<<

Here's some information regarding the handheld that our very own Joe B./Ass't Sysop posted earlier today in the Nintendo section:

This is taken from Next Gen's web page concerning the possibility of a NEW 32 bit portable color gaming system from Nintendo.

Nintendo's Project Atlantis Secret

Next Generation Online has obtained exclusive details of Nintendo's forthcoming color handheld game machine. We understand from sources close to Nintendo that the company has slated the machine's release in at least one territory before the end of this year. The machine is being developed by a

research and development outfit in Cambridge, England. The codename for the machine is PROJECT ATLANTIS.

Project Atlantis features a low capacity chip which will run the three by two inch colour screen based machine for up to 30 hours. The machine will not be compatible with any other hardware currently available on the market although it will be based on 32-bit technology. Development tools have been sent out to selected companies all of which are under strict Non-Disclosure Agreements.

Re-posted by Joe Balsamo/Ass't Sysop

Jaguar Game Title STR Review - "Zoop"

Available Now
Developed by: Viacom
Published by: Atari Corp.
Price: \$49.99
by Joe Mirando

IS IT REALLY "ZOOOPER"?

In a world of graphics intensive, stereo sound enhanced, role-playing, three dimensional video games, is there a place for an old fashioned, two dimensional, shoot-em-up?

On the surface, Zoop seems a fairly innocuous game. A simple four by four grid in which you (an innocent looking colored triangle) can move around, surrounded on each side by four columns of colored shapes which you must eliminate by "shooting" at them before they reach the center square. Does it sound like this game lacks the panache and sophistication that you've come to expect in a game meant for a 64 bit system? Not to worry, there is much more involved in this game than a first glance will show. Let's take a look at some of the particulars of the game.

Upon inserting the ZOOP cartridge and turning on the Jaguar, you are greeted by a series of title screens and a sample of music, a light jazz which seems to fit the game quite well. These scenes soon disappear and are replaced by a series of demo screens which give the novice user a taste of what can be expected. Hitting a fire button (A, B, or C) brings you to the main menu which allows you to set the few available options.

The main menu consists of three options: continual, level, and options. Continual and level control how each level is started. Using the continual option, any shapes left on a completed level will be transferred to the next level. Using the level option clears the board when moving to the next level except for the higher levels. Clicking on either continual or level will begin the game. The third option, imaginatively called "options" consists only of on/off switches for sound effects and music and an exit button to bring you to the main menu. While simplicity is often desirable, the ability to control volume would have been nice.

After setting the sound options, if desired, selecting either continual or level will bring you to the STAGE and DIFFICULTY screen. The STAGE options range from one to nine. The stages are equivalent to levels with shapes moving faster as the level number increases. The DIFFICULTY option controls

how many shapes appear at the beginning of a level.

Once these options have been set, play can begin. As mentioned earlier, in order to eliminate a shape or line of shapes (more on this in a bit), your piece must be the same color as the shape. To achieve this, you may either choose to eliminate a piece that is the same color as your piece or you may "shoot" a shape of a different color in order to "exchange" colors.

When you eliminate an advancing shape, your piece turns to the color of the piece behind it. If there is no piece behind the eliminated one, your color remains the same. If there are several pieces of the same color as your piece behind one another, you will eliminate all of those pieces. This can come in handy, as the shapes are advancing toward you and, if they enter the center square (where you are), the game will end. This is also a good way to increase your score since you get only a hundred points for a single elimination but three hundred for eliminating two at once, six hundred for three, one thousand for four, 15 hundred for five, 21 hundred for six, 28 hundred for seven, and 36 hundred for eliminating eight shapes (the maximum possible).

Aside from eliminating shapes by color-matching, there are also "powerups" that give you special advantages. Powerups are distinctive shapes that There are three powerups.

The first powerup is called a proximity bomb. The proximity bomb will eliminate all shapes that are touching the first shape you eliminate.

Second is the line bomb. The line bomb will take out an entire line of shapes no matter what color they are.

Last is the color bomb. This one all shapes in the same "quadrant" (side) that are the same color as the first shape you eliminate.

All of the powerups are one-shot deals. They appear in among the other shapes and are accessed by "shooting them. When you shoot a powerup you take on its form and are given its "power" for one shot only. After your first shot as a powerup you go back to being a colored triangle.

As stated earlier, the music in Zoop fits the game quite well: A throwback to an earlier day of video gaming when the scenes were two dimensional and you had to put a quarter in a slot to play. But all this talk of the technologically aged does not mean that sound is lacking. The music is melodious and carefree, making it known beyond any doubt that this is not a life and death struggle, and the fate of the universe does not hang in the balance. It's just a game.

The sound effects on the other hand are slightly disappointing. While the key-press typewriter soundbyte is amusing during the option screens, the choice of the "Q-bert"-type (remember that game?) sound effect, which is heard each time a fire button is pressed (you can use the A, B, or C button) is less than impressive. As you may have figured out by now, there is more involved in playing this game than meets the eye. Zoop is one of the few video games available for the Jaguar that requires as much strategy as reflex. Even though the graphics may be plain by state-of-the-art standards (there are no bitmapped, textured, 3-D graphics here), there is enough fast-paced action to more than compensate for that.

The playing field and background are brightly colored, at times in neon tones. This can provide a sense of disorientation that increases the sense of urgency. Playing field and background colors change periodically, often

in garish combinations. As one of Robin Williams' on-air personas in 'Good Morning, Vietnam' said: "Make a fashion statement. If you're going to fight... clash!"

The real charm of Zoop is that it is easy to play. You don't need the reflexes of a nine year old after three Jolt colas and a double espresso (although it doesn't hurt), or an arcane knowledge of whatever the subject of a game may happen to be. While the play is definitely fast-paced, it doesn't depend solely on reflexes. The highest scores are obtained not by shooting as fast as you can, but by making the best use of each shot... "taking out" as many multiple shapes as possible at once and thereby maximizing your score. As my grandfather used to tell me, "it's better to work smart than to work hard".

The manual is, of course, the standard Atari "issue", in English, French, and German. The manual stands out not because it is any more well-written than any of the others, but because it covers all that you need to know in a simple manner. The secret here is that the premise of the game is simple and therefore so is the manual (although not any more so than Jaguar manuals for other games). The manual tells you all you need to know without making you search through the game for "Easter Eggs" (although there may be some to be found).

Overall, I've got to say that Zoop has really grown on me. I was at first disappointed by the graphics. But if anything, the simple graphics add to the game, not detract from it. The emphasis is definitely on playability here. The controls are responsive, movement is smooth, and at its most basic level, you only have to worry about two things: Direction (you really don't have to aim), and pushing a fire button. Zoop is an excellent light game that won't disappoint. It may not be "ZOOPer", but it doesn't "Zuck".

Graphics:	7.5
Sound FX/Music:	7.5
Control:	8.0
Manual:	8.0
Entertainment:	8.0

Reviewer's Overall: 7.8

Jaguar Game Title STR Review - "Primal Rage"

-- Available Now --

By Thomas Sherwin

Developed by: Time Warner Interactive
Published by: Time Warner Interactive

Price: \$49.99

* Author's Note: I know this is an arcade translation, but I don't spend time in the arcades. The first time I put the PR CD into the Jag was the first time I EVER played PR. Try to keep that in mind when you read the review. I played the actual arcade game a couple of times not too long ago, but didn't spend a lot of time with it. If you're an avid arcade fan, you may have a VERY different perspective. But on to the show...

I'm going to skip the background story... no matter how you slice it, a fighting game is still a fighting game. In Primal Rage, you get to assume the forms of seven dinosaurs, ranging from a smaller (yet ferocious) ape to

the massive T. Rex. In addition to "standard" moves, each dino has their own special moves and fatalities. You can also string together a set of moves and get special "combo" bonuses.

I'm not the most experienced gamer, but one touch I liked was the flexibility of the gaming. Virtually everything is configurable:

- * Control layout
- * Length of match
- * # of kills to win match
- * Difficulty levels (for one player, a standard "rating"; for two players, a "handicap" system)

For one player, it's basically a choice between training and full match play. Like most fighting games, you really need a second human to play against for maximum fun. With two players, you can go standard head-to-head where you just try to beat your opponent up ASAP. In a "tug of war", a single status bar measures the dinos' life. When you hit your opponent, he is one tick closer to dying. But if he hits you back, your attack is effectively negated. Yes, it can get quite long. You can also play the endurance match where you each get four dinos. When one dies, another comes along to take its place... effectively putting you in four continuous matches. Better start doing those finger exercises.

Graphics: If you're looking for arcade perfect, you'll probably be disappointed. But if you're just looking for a GOOD translation, The Jag version fits the bill. The colours aren't quite as crisp and the dinos aren't as big as the arcade version. And given the EXTREME memory requirements of the stop motion action, the number of animated frames for each character has dropped. The action and scrolling are still pretty smooth. These nitpicks are inevitable as everyone will compare it to the arcade machine. But I still found the Jag version high-quality and worthy of the "next generation" gaming category.

One interesting note: When two of the same dino are on the screen simultaneously, more animation frames are loaded making their movement smoother.

Until it's pointed out to you, it doesn't seem to make a big difference. But once you notice it, the difference will be night and day.

FWIW, I did have occasion to SEE (and only SEE) the PSX version. The Jag holds its own quite well.

Sound FX/Music: About as close to the arcade as I can figure. I'm sure someone will have some nitpicks, but it all sounded 99% there to me. So if you like the arcade version, you'll like this. If the arcade really bugged you, this one is no remedy.

Control: Response time could be a little faster (I'm used to Ultra Vortek in Turbo mode), but it is perfectly playable.

Using the normal controller, the controls can get pretty difficult for some of the more advanced moves. The standard gamepad uses the Option button as the fourth button, and that can make a lot of things VERY tricky. I don't have the Pro Controller, but Internet scuttlebutt has it what it makes a world of difference. I guess if you bought the Jag CD just to play PR, your purchases aren't over quite yet...

Internet rumblings also claim that the special moves/fatalities for the

characters are more or less the same for the Jag version as compared to the arcade. Not having much experience on the arcade version, I can't verify one way or the other.

Manual: It's there. It tells you what you need to know. Nothing major. One curious thing is that it is ONLY in English (or at least MY version). I'm used to my Jag games having a thick manual in 1000 languages. But don't think I'm complaining. ;)

Entertainment: The Jag has its share of fighting games, but not nearly as many as the other consoles (16 or 32 bit). And with Double Dragon V, Dragon, and Kasumi Ninja being the "competition", Primal Rage is all that much better. Primal Rage is not only more than most other fighters on the Jag, it's a good game in its own right. The moves can get a bit tricky, but any game with the "Fart of Fury" and the "Power Puke" is a fun one in MY book! ;)

And as I've found with fighting games, it's value goes up dramatically when you face another human opponent.

Misc. Annoyances: The CD load times = LLOOOONNNNGGG! Yeah, it's annoying. But I'd hate to see what it would look like if they had to fit it on a 4MB cart.

Graphics:	8.0
Sound FX/Music:	8.0
Control:	7.0 (normal controller)
Manual:	7.5
Entertainment:	8.5
Reviewer's Overall:	8.5

If you're a die-hard Rage-A-Holic and you won't settle for ANYTHING but an arcade-perfect translation, you may be disappointed. Then again, you might be disappointed in ANY home console version. But for the rest of us who want a good translation or just a fun fighting game, Primal Rage fits the bill. You might want to invest in a Pro Controller, but it's still fun to play with the standard set. It's a good addition to the any Jag CD owner's library.

Jaguar Online STR InfoFile Online Users Growl & Purr!

Towers II Status?

From: skip <pmmnjs@pippin.cc.flinders.edu.au>
Date: 15 Apr 1996 01:05:20 GMT

prolly not :((unless someone will be financial backer...Telegames perhaps ?)

<forwarded message>

This message is in response to the one you sent me on GENie. Currently Towers II is on Hold. The game has been completely finished since about January, with the E2PROM code, and November without it.

In November Atari sent us an outstanding evaluation for the game. We thought we had it. Then Atari downsized and several games including ours got pushed

aside. We decided to find a financial backer. We found one, and was beginning to prepare Towers II for release. We were just waiting for prices, when Atari merged with JTS. Our backer then backed out. :(I don't blame him.

We then heard on the Internet that JTS/Atari was 'looking' for new software. So we sent Don Thomas, the only person we could get a hold of, a letter reminding them about Towers II. He sent this response back:

"I've been informed by a number of internal gaming experts that Towers II would not sell very well and, consequently, we do not have plans to publish it. I will not publicly tell people that we have determined it's not something we want to publish, but that happens to be the situation."

We were really excited about bringing Towers II to the Jag. We have been getting letters constantly, about its release. And everyone that has seen the Jaguar version, with the exception of the gaming experts, enjoyed the game. Good reviews even came from Atari, as I still have the faxed evaluation from them, and T-bird and Scott from 4-play gave us good reviews as well.

We do not have the resources to release such a title on our own, so as it stands Towers II is on hold.

Sorry,

Vince @ JV Enterprises
<end forwarded message>

[Editor's note: I did talk with Atari's Don Thomas about the above comments to get Atari's "side" of the story. Essentially, Atari will not be publishing the game. I was told little else due to non disclosure policies. My personal speculation, having not seen the game, is that Atari likely feels the game doesn't merit the expense of publishing it themselves. Atari has stated that games will be published on a "case by case" basis. This philosophy seems to bear truth as no updated game release schedule has been made public. Other than a game or two advance notice, we have no idea what will be coming next, or when. Anyway, how many copies of Towers II could JV Enterprises expect to sell? If the game is as good as they claim (and I hope that it is as I've been looking forward to this one myself!), can't they try to get someone else to publish the game for them? Telegames? Computer West? Readysoft? Since the game is done, why hasn't the press received it for review (major big hint!!)? What does the public think? If you're interested in getting Towers II, drop me a line in email at "dpj@delphi.com" and let me know. Let's see how many copies of the game we can "pre sell"!! Maybe JV Enterprises will send us a copy to review as well. It can't hurt to generate some interest in the game, good or bad. Are you listening Vince?]

Also from the UseNet, regarding "Worms":

Worms/Team 17/Ocean

I just checked out Team 17's "Worm Wide Web" and as of March 11th the Jaguar version of Worms was just "weeks" away from completion. It is apparently still slated for a May 96 release with Ocean doing the honors. The Jaguar game is a 2 megabyte cartridge and is virtually identical to the PC version. Team 17 are calling it "the most playable Jaguar gameever??" Here's hoping everyone (Team17/Ocean) comes through on this one!

PEOPLE... ARE TALKING

On CompuServe
compiled by
Joe Mirando
73637,2262

Hidi ho friends and neighbors. Yep, it's that time again. The time when some of you will skim right past this section because you could care less about Atari computers or because you don't have one anymore. Well hey, it's your loss. Every week we talk about lots of things that ave to do with all facets of computing... everything from how to troubleshoot a Mac, to how to not wipe out while surfing the Internet. Heck, we're well-rounded folks who've got more interests, information, questions and answers than you'd ever dream of but hey, you've got important things to do like check out what the memory requirement of the month is or how many config.sys files you can fit on a pinhead.

Nope, no attitude here, huh? Well, let's get on with the reason for this column... but before we do, I'd like to say that you can feel free to email me at any time at 73637.2262@compuserve.com and let me know what you're thinking about whatever. Now let's take a look at what people are talking about on CompuServe.

From the Atari Computing Forums

On the subject of using the MacNav, the CompuServe navigator for the Apple Macintosh, "Dak" posts:

"I will try Mac Navigator. I merely have to "Go" somewhere and download it. There's too much clicking in MacCim though I enjoy exploring - and some people slam CIS for not integrating the WWW browser but it is my experience that the separate PPP connection for Macs is speedier than AOL and I can use Netscape & MS Explorer (yeah, I d'l'ed a Microsloth product). A good fax program for Power Mac? So far Straight Fax is it for me."

Jon Sanford tells Dak:

"I have Aladin Sitcom for the mac, but for BBSing I use FLASH2 on the MegaSTE. Also I am beginning to get better results with MagiCMac. See my posts under MagiCMac subject heading. Atari not only lives it now lives (conditionally) <B{> on the Mac."

On the future of the Intel processor line Albert Dayes of Atari Explorer Online Magazine posts:

"Once Intel can dump x86 compatibility... it should be better or at least that is the claim. I still use my ST regularly and sometimes wish I could use it for all my software development at work. But unfortunately that will not be happening anytime soon or at least until I can find an Eiffel compiler for the Atari."

Dave Hudspeth tells Albert:

"I think Intel is making strides towards that--the Pentium Pro runs 16 bit code a lot slower than the Pentium. The next generations will depart even further from the hardware standards, and achieve backwards compatibility thru some sort of emulator I'd guess. The VLIW chip in development looks interesting as well..."

While trying to install and run a web browser I post:

"Now I feel very inadequate! I installed the TAF (Toronto Atari Federation) disks, got MINTNP and set it up, got the CABMINT.GZ file, tried to uncompress it using GZIP.TTP and found that it uncompressed one large file which seems to contain a readme file and an executable (the CAB.OVL file??)...."

Chris Gray tells me:

"You're looking at a tar archive. The real name of CABMINT.GZ is something like cab-overlay-for-mint.tar.gz (!). Now that you've un-gz'd it you need to untar it: GNU tar was on the TAF discs too I think? So you need to do something like:

```
tar -xvf CABMINT
```

(you might like to do it with -tvf first, to see what you're going to get and where).

Out there in the un*x world a tool is expected to do just one job, so gzip only compresses a single file and tar combines several files into an archive but does not compress. (Actually you can make tar invoke gzip automagically, but I won't confuse you any further!"

I tell Chris:

"Thank you very much. I wasn't aware of the limitations of GZIP and TAR. I never stopped to think that programs could have only one single-minded function, but I should have known better. I'm fairly (or un-fairly <g>) used to DOS commands and those commands are for the most part one-function programs. Thanks for the help... I'm off to get TARed and feathered! <grin>"

Mark Kelling jumps in and adds:

"You have discovered the wonderful world of UNIX software! Millions of tiny little programs all doing exactly one simple thing linked together by hundreds of cryptic commands which are actually batch files which call all of those tiny little programs so they can each do their part before passing the result along to another of those tiny little programs finally resulting in [maybe] what you were after! <grin>"

I reply to Mark:

"Jeez, it DOES sound like DOS! <evil grin> I've just D/L'd the latest version of CABMINT... 176. Can anyone tell me what I need to do besides setting the cache path to the minix partition?? Must/can CAB now be run under MINTNP? When I try, the darned thing just hangs.

I haven't been able to find any docs on this new CAB.OVL, or any of its CABMINT predecessors. I'll U/L the new file in a bit... It was posted on brisnet.org.au on April 9. I'll also un-TAR it and re-compress it using good old wholesome STZIP." Neil Newman was nice enough to post to tell me

exactly how much can be involved in setting something like this up. There is quite a bit involved so I won't go into it all right now, but rest assured that I will let you know how to do it... as soon as I figure it out myself.

Chris Gray tells us that he's...

"...got the new version of CAB (Crystal Atari Browser) and it seems to fall over its own cache less often (it still happens, though). I've had less work with searchable indices: If I go to http://plato.digiweb.com/kiffer/chris_gray/photos.html and try to use my own search engine, after I fill in the query box CAB fetches about 600 bytes and then just sits there...

Let's face it though, it's pretty darn good. Just think what Netscape would have if they advanced this fast: <BANNER>, <UL PLAIN>, <UL SRC=...>, <LINK REL=...>, maybe even style sheets."

Jondahl Davis asks for help so that he can reach out and touch someone:

"I'm having problems trying to get into a foreign BBS. I can't do the whole dialing process through the modem because AT&T requires me to say "Operator " or "Calling Card" in the middle of the dialing process. I tried it with an operator, but the modem won't detect the carrier. After the operator started the dialing process, I used ATH1 to switch from the handset to the modem. The carrier was on, but not detected. Do I have to use a dummy ATDT command to get the modem to listen for the carrier?"

Joe Lensbower tells Jondahl:

"I call Europe all the time with my ST and HST modem and never have a problem. From what country to what country are you calling? Are you sure you are using enough numbers? If you need a pause between the country code and the number you can insert a comma (,) in the string of numbers."

Jondahl asks Joe:

"How are you dialing out with the country code? If I just dial 011 or 1011 it won't work. The phone book says you have to dial 00, then follow the voice instructions. I'll never get the timing right on the modem because you have to enter numbers right after the messages. After 00, you have to wait for the message, then dial the number, say "Operator" or "calling card", then enter the card number and PIN after other messages. What long distance service are you using? I thought AT&T was supposed to make things easier!"

Albert Dayes of Atari Explorer Online Magazine asks Jondahl:

"I have never called a foreign BBS so I would not know what to tell you. If you dial the number directly including country code, etc why would it be necessary to have the operator involved in the middle?"

Jondahl tells Albert:

"You have to say "Operator or Calling Card". There's almost no way I can time it right so as to switch from modem to handset, say the word, then switch back to modem in time to put in the calling card numbers. The timing is too tight. The modem won't pick up on the carrier anyway when I do get through. You can't dial 011 or even 1011 to dial out. Dialing 00, then waiting for the AT&T message to dial the number, entering the number, saying "Calling Card" or "Operator", then dialing the calling card number, then the PIN is required. The phone book indicates this is the only way to do it. Are you using AT&T?"

I'm starting to wish I'd stuck with MCI."

And to Joe Lensbower he replies:

"Thanks for the info. I think I tried just the number, starting with 011 and it gave an error message, but I'll try again. I know it should be possible. Are you using AT&T? Maybe I should have stuck with MCI (or it could be BellSouth's fault)."

P.Walding posts:

"I personally think that Geneva / Neodesk 4 on my Mega4STe / Crazy Dots II graphics card combo gives me one of the best user interfaces I've seen / used on any machine. I still maintain that productivity on my Mega, etc is better than doing similar work on a PC / Win95 or Mac / System 7. MagicMac / Ease certainly feel nicer than System 7 without Aaron."

Michel Vanhamme tells "P":

"I never tried Aaron, it's the utility that gives the Mac a 3D, Copland-like interface, isn't it? I hear it's rather buggy? But you're right, MagiCMac/Ease feels snappier. One thing that I've very quickly gotten accustomed to, though, was long filenames. I wish Ease (and Atari programs in general) would support them, especially since MagiCMac itself seems to support them."

Being a well-rounded user, Frank Heller tells Michel:

"I use Aaron 1.3.1 in both my 520c Powerbook and 7500 PPC. If there are bugs being presented by the utility...it's news to me. The only thing I have ever perceived as a bug would be how Aaron treats the menu items in a program called Canvas. But according to the Aaron programmer...it is because Canvas fails to follow Macintosh programming protocol standards. Hmmm...does that sound familiar? Aaron does four things of note to the look and feel of a stock Mac 7.xx
O/S:

It redraws all the windows, buttons and dialog boxes so that they have a kind of 3D "look" to them. You can read that as a PC look. It adds a special "window shade" button to menu windows. It also replaces the system font and finally, it adds this kind of dopey "spinning box" animation whenever a window is opened or closed. This last part actually slows things down a tad.

There is a utility out there that rewrites part of Aaron's code to stop that little stunt. I used that on my Powerbook installation of Aaron. The 7500 doesn't seem to be affected all that much. Something to do with the 100mHz CPU perhaps?

Aaron really does make the Mac look rather spiffy as opposed to the stock look. You can also disable Aaron during bootup, if you wish."

Michel Vanhamme tells Frank:

"Thanks for the info on Aaron. I read some "Aaron crashes my Mac" stories about it on the net, and being new to the Mac, decided not to touch it <g>. Of course, it's always difficult to know what conflicts with what on a Mac... OK, so maybe I'll try it then..."

Well folks, that's about it for this week. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

EDITORIAL QUICKIES

"A slave has but one master;
the ambitious man has many masters as
there are persons whose aid may contribute to
the advancement of his fortune..."

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